



**30
days**

Illustrator Training Course

Start Now!

100% MADE IN ADOBE ILLUSTRATOR

- **Illustrator Training – Part 1**

Activity 1: What is Illustrator

Activity 2: Getting Started in Illustrator

Activity 3: Drawing Basic Shapes

Activity 4: Drawing with Pencil Tool

Activity 5: Drawing with Pen Tool

- **Illustrator Training – Part 2**

Activity 6: Using Brushes

Activity 7: Creating Compound Paths

Activity 8 Working with Color and Strokes

Activity 9: Editing Objects, Layers & Groups

Activity 10: Transparency & Graphic Styles

- **Illustrator Training – Part 3**

Activity 11: Transforming & Moving Objects

Activity 12: Basic Text

Activity 13: Blending Shapes & Colors

Activity 14: Photorealism with Gradient Mesh

Activity 15: Using the Symbol Tools

- **Illustrator Training – Part 4**

Activity 16: Creating Special Effects

Activity 17: Applying 3D Extrude & Bevel

Activity 18: Distort using Warp Effects

Activity 19: Applying Live Paint

Activity 20: Masking using Clipping Path/ Opacity Mask

Activity 21: Saving & Printing

Activity 22: Final Project – Designing a Logo





Act. I: What is Illustrator?

- ✓ Illustrator is a vector drawing program. It is often used to draw illustrations, cartoons, diagrams, charts and logos.
- ✓ Unlike bitmap images that stores information in a grid of dots, Illustrator uses mathematical equations to draw out the shapes. This makes vector graphics scalable without the loss of resolution.

Advantages of Vector Graphics

- Scalable without resolution loss
- Lines are crisp and sharp at any sizes
- Print at high resolution
- Smaller file size
- Good for drawing illustrations

Disadvantages of Vector Graphics

- Drawings tend to look flat and cartoon
- Hard to produce photo realistic drawings

Common Uses for Illustrator

I) Designing Logos



RE:VOLVE



Common Uses for Illustrator

2) Drawing Maps



Common Uses for Illustrator

3) Drawing Illustrations



Team Creative
Stock Image

Copyright © ChihHeng Chung 2008

Common Uses for Illustrator

4) Infographics



Common Uses for Illustrator

5) Photorealistic Drawings



Common Uses for Illustrator

6) Packaging Design



Act. 2: Getting Started in Illustrator

New Document

Name:

New Document Profile:

Size:

Width: Units:

Height: Orientation: ☐ ☒

☒ Advanced

Color Mode:

Raster Effects:


Preview Mode:

OK

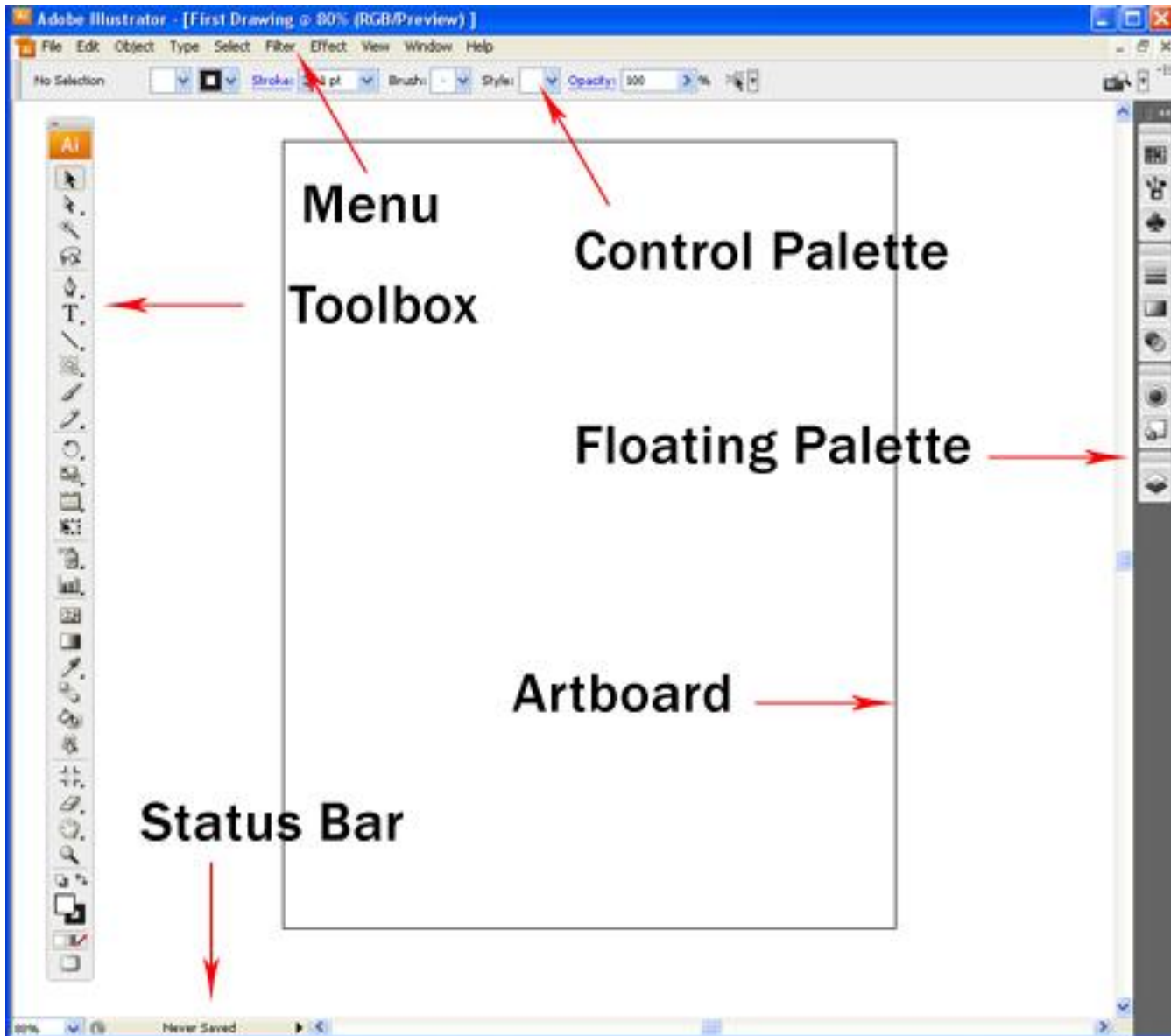
Cancel

Templates...

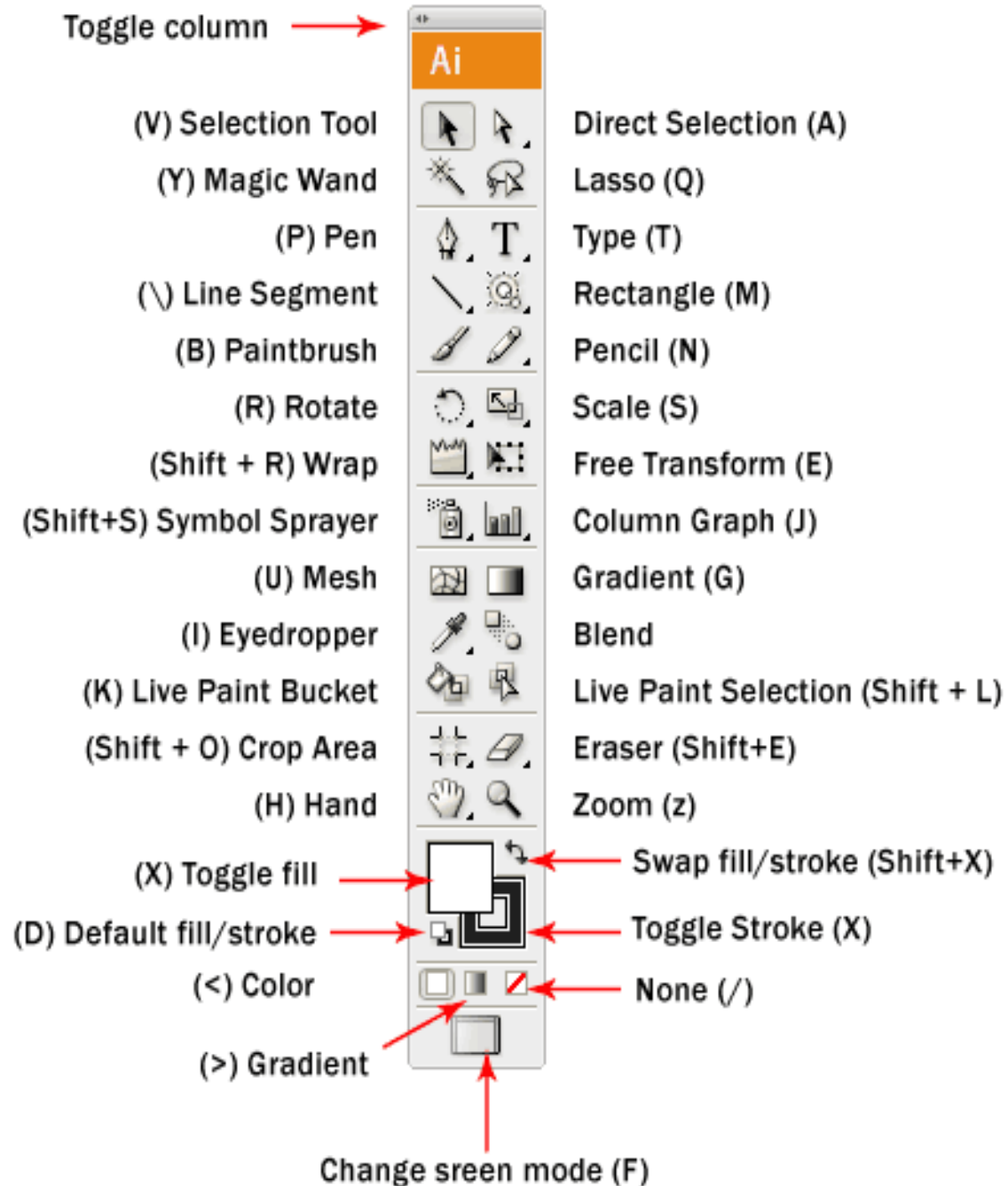
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PPI: 300



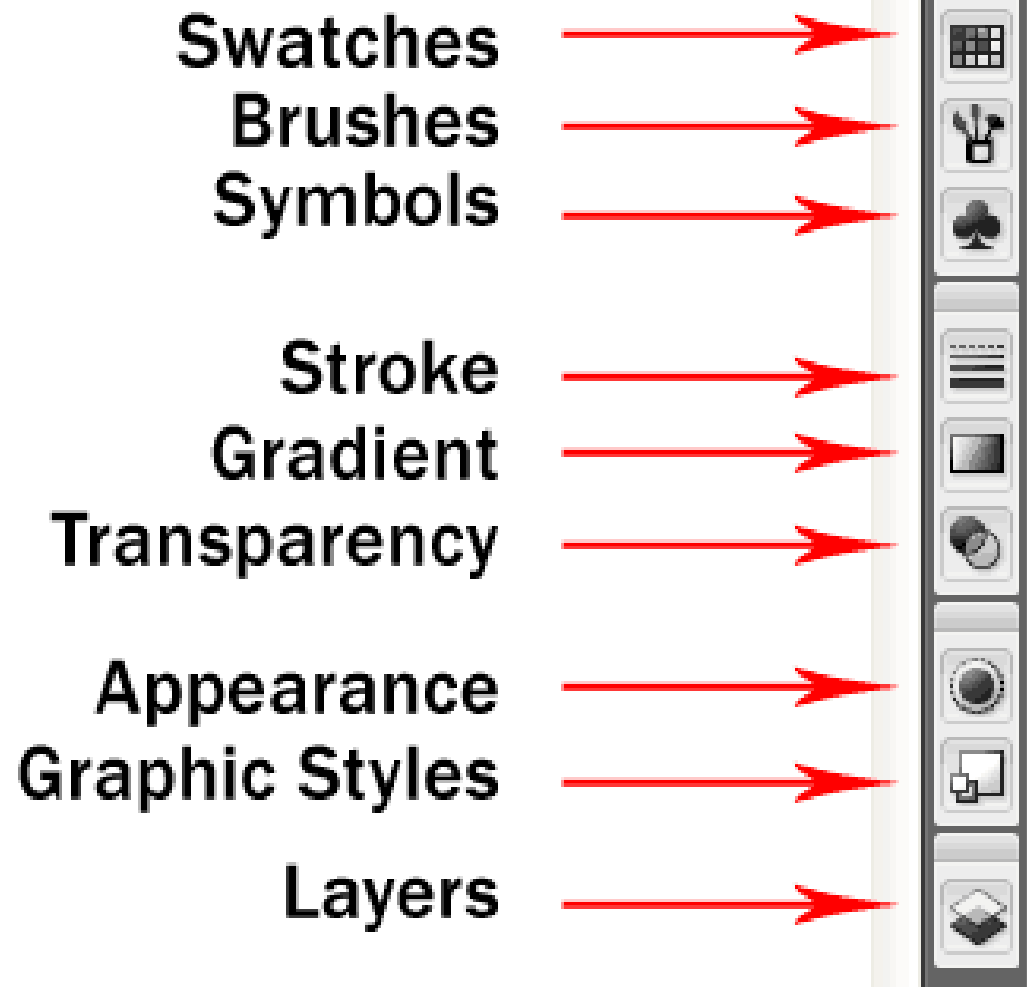
Illustrator Workspace



Toolbox

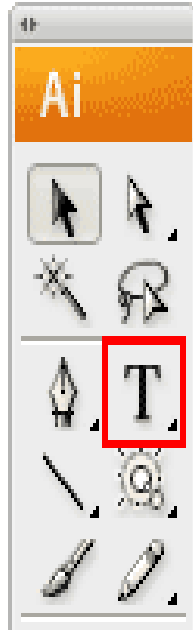


Floating Palette



Saving AI Files

Let's select the type and click on the artboard and type some text. After that **go to File>Save**. Select Adobe Illustrator(*.AI) for file type and name it "First Drawing". **Click Ok** after that. Leave the rest of the settings at default. You have successfully save your first file. To make any more changes you can simply open the Adobe Illustrator file.



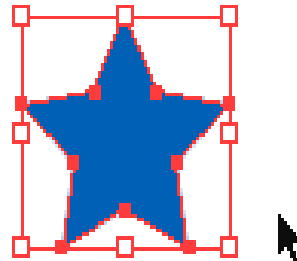
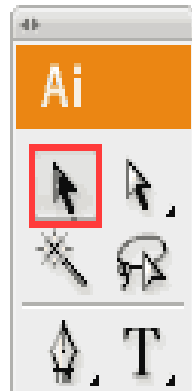
Illustrator ROCKS!

Act. 3: Drawing Basic Shapes

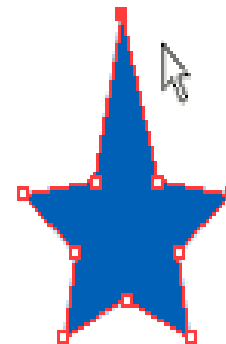
- How to use the shape tools to draw our basic shapes in illustrator?
- How to select a basic shape?

Selection Tools – 2 Types:

- **Selection Tool:** Used for selecting and moving a shape. It can also be used to resize a shape.
- **Direct Selection Tool:** Selects a single anchor point instead of the whole shape. Used for editing anchor point of a shape. Click once on a point to select and hold Shift to select multiple anchor points.

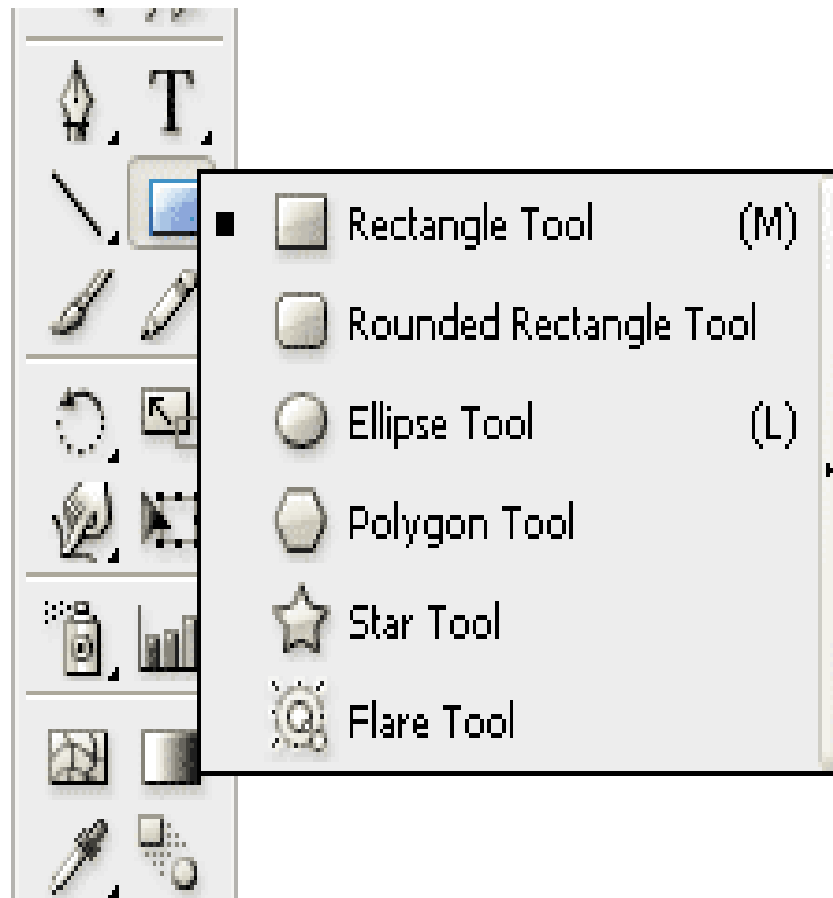


Selection Tool

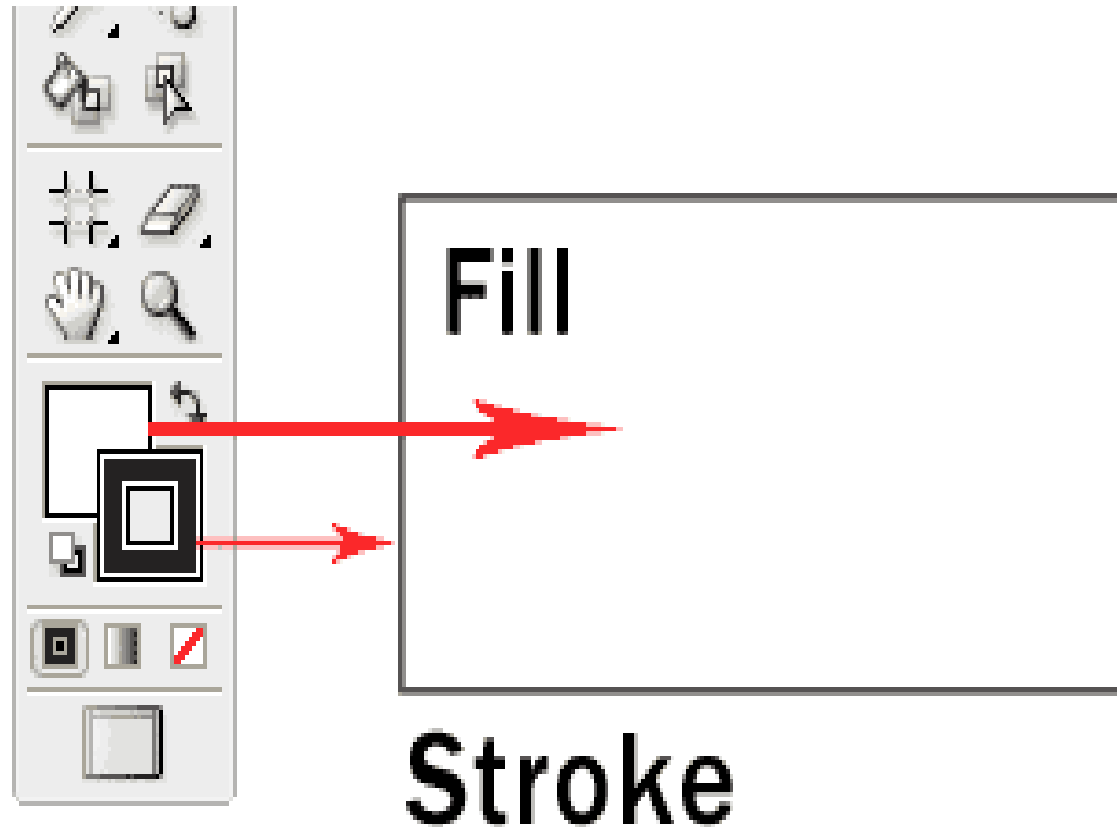


Direct Selection Tool

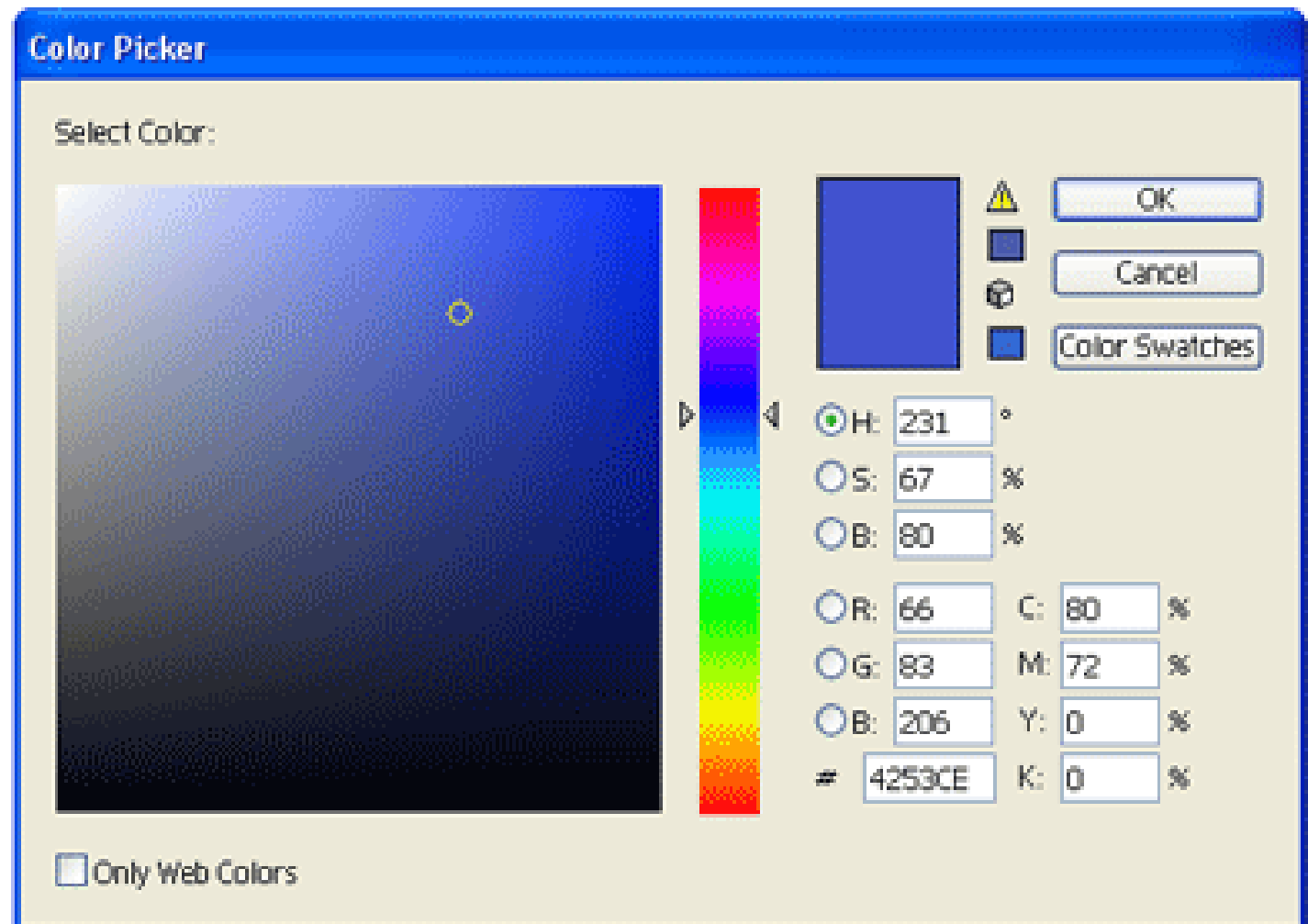
Shape Tools



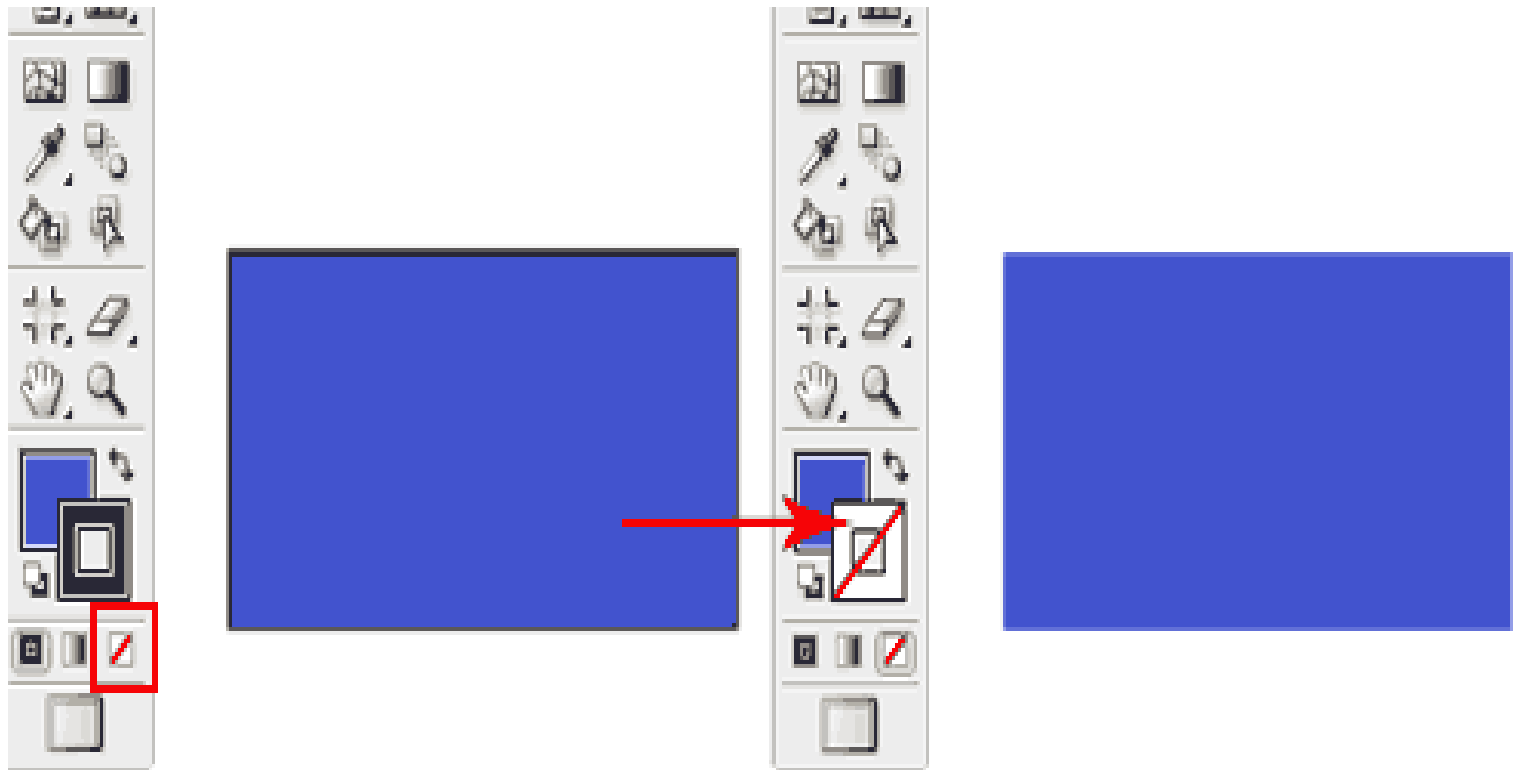
Understanding Fill & Stroke



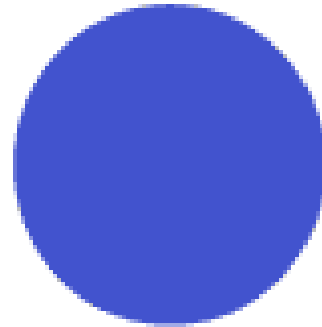
Changing Fill Color



Removing Stroke



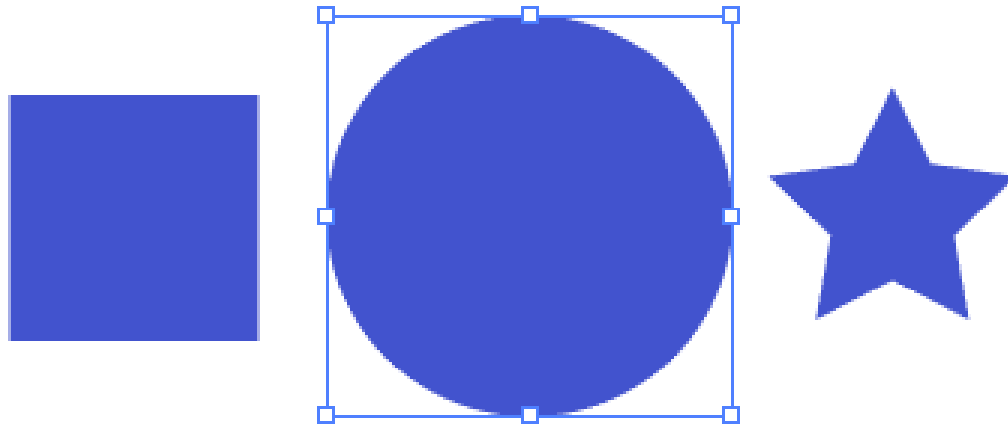
Constrain Proportions



Hold Shift to constrain proportion

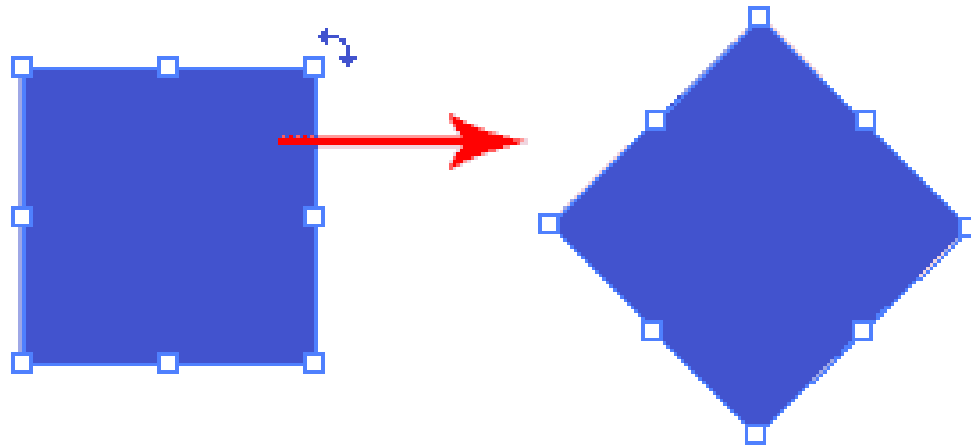
Resizing Shapes

- select the shape using the **Selection Tool** and a bounding box will appear. *Drag the corner anchor point* to resize it. To constrain to proportion while resizing (**hold Shift**). Also hold Alt/Option if your want to resize from the same position



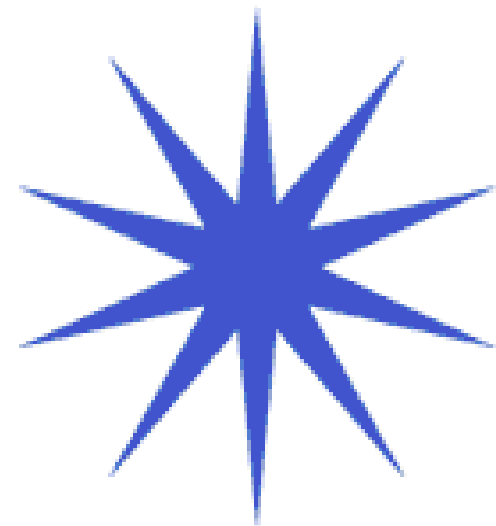
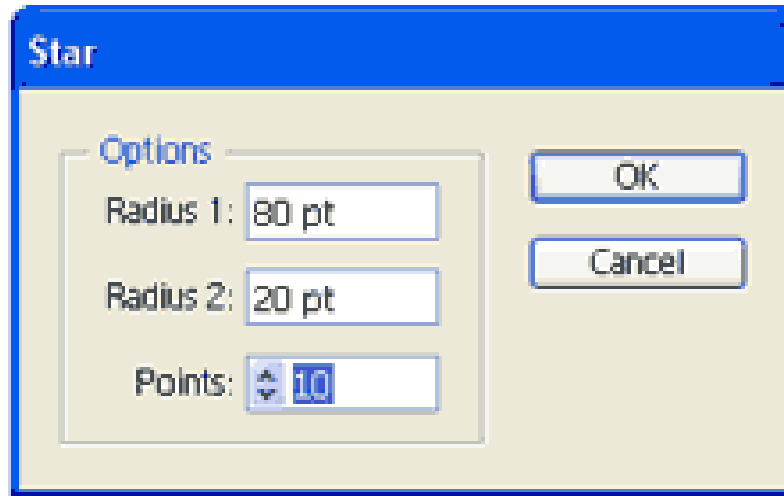
Rotating Shapes

- Select the shape (**Selection Tool**)
- Move your cursor near the anchor corner and a rotation icon will icon, click and turn it to rotate the square. To snap at 45 degrees increment, hold Shift and turn.



More Options for Shape Tools

- Select the **Star Tool**. Click once on the artboard and an option will pop up. Enter the same values below and click Ok.





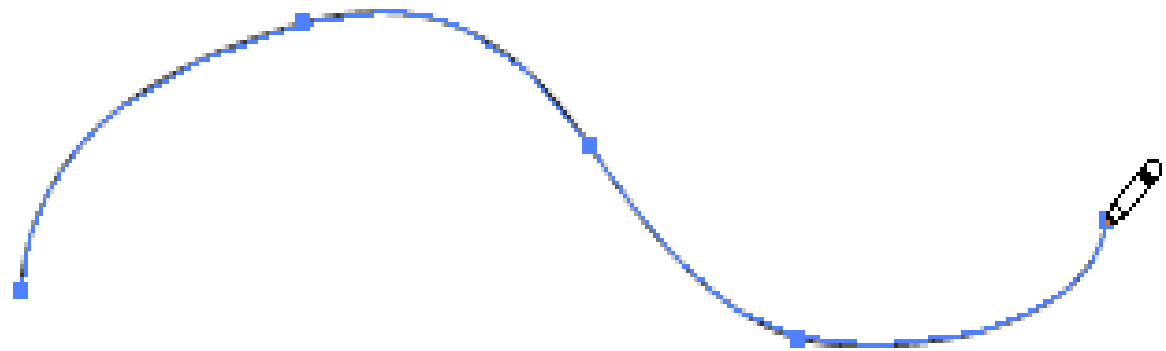
Conclusion:

- Almost all the objects found in our daily life can be built from combining using the basic shape tools.
- Compound Paths will help us create more complicated shapes by adding and subtracting from the basic shapes.

Act. 4: Drawing with Pencil Tool

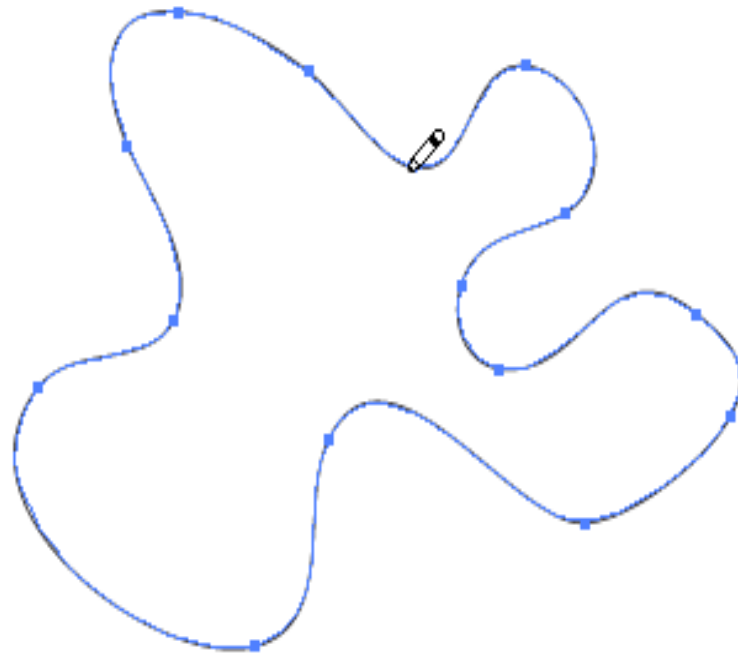
- We can quickly draw shapes and lines quickly using the Pencil Tool.
- This lesson will show you some of the tricks in drawing smooth and fluid lines.

Drawing a Line



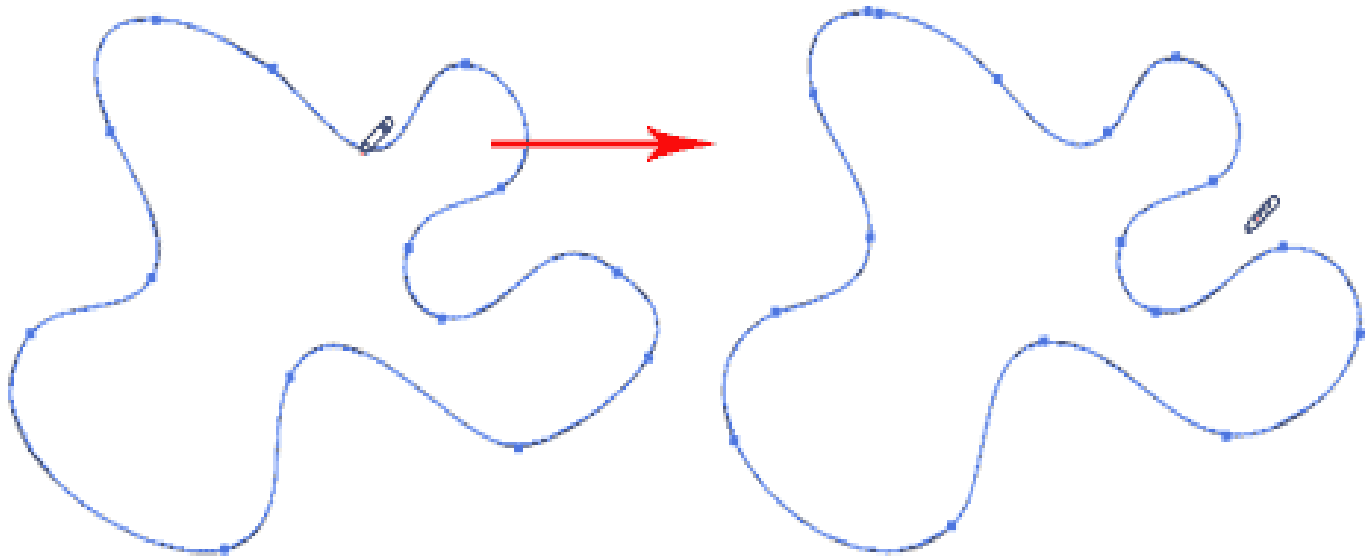
Closing Paths with Pencil Tool

- **Hold Alt/Option** as your Pencil Tool reaches the start point. A circle icon will appear next to the Pencil Tool to indicate path closure.



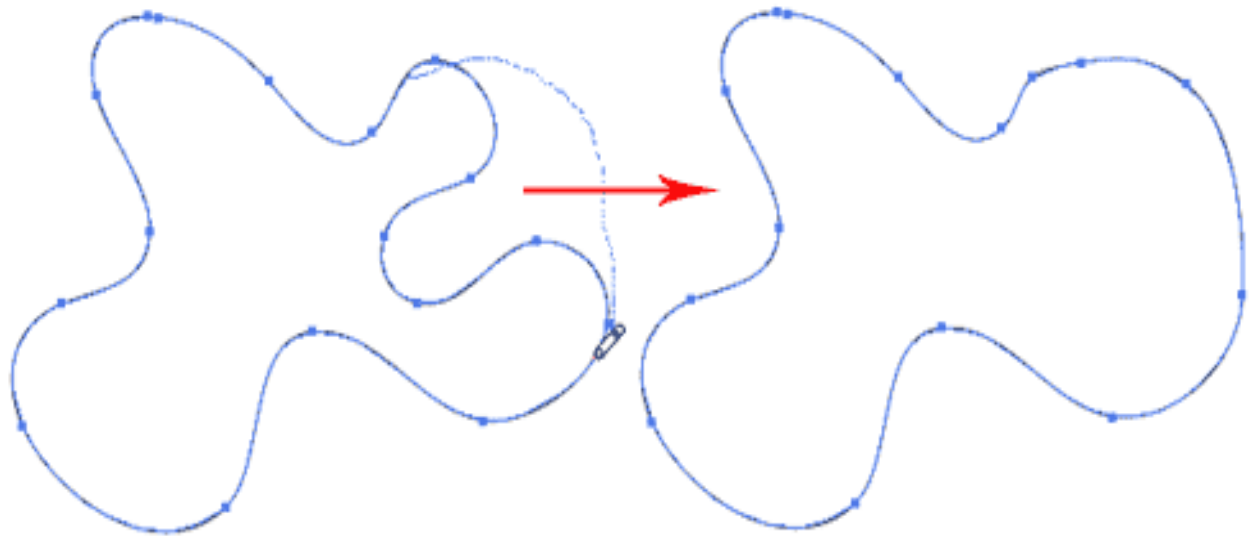
Smoothing Jaggy Lines

- **hold Alt/Option** to turn the Pencil Tool to Smooth Tool. Then draw over the area of the lines which you would like to smoothen.



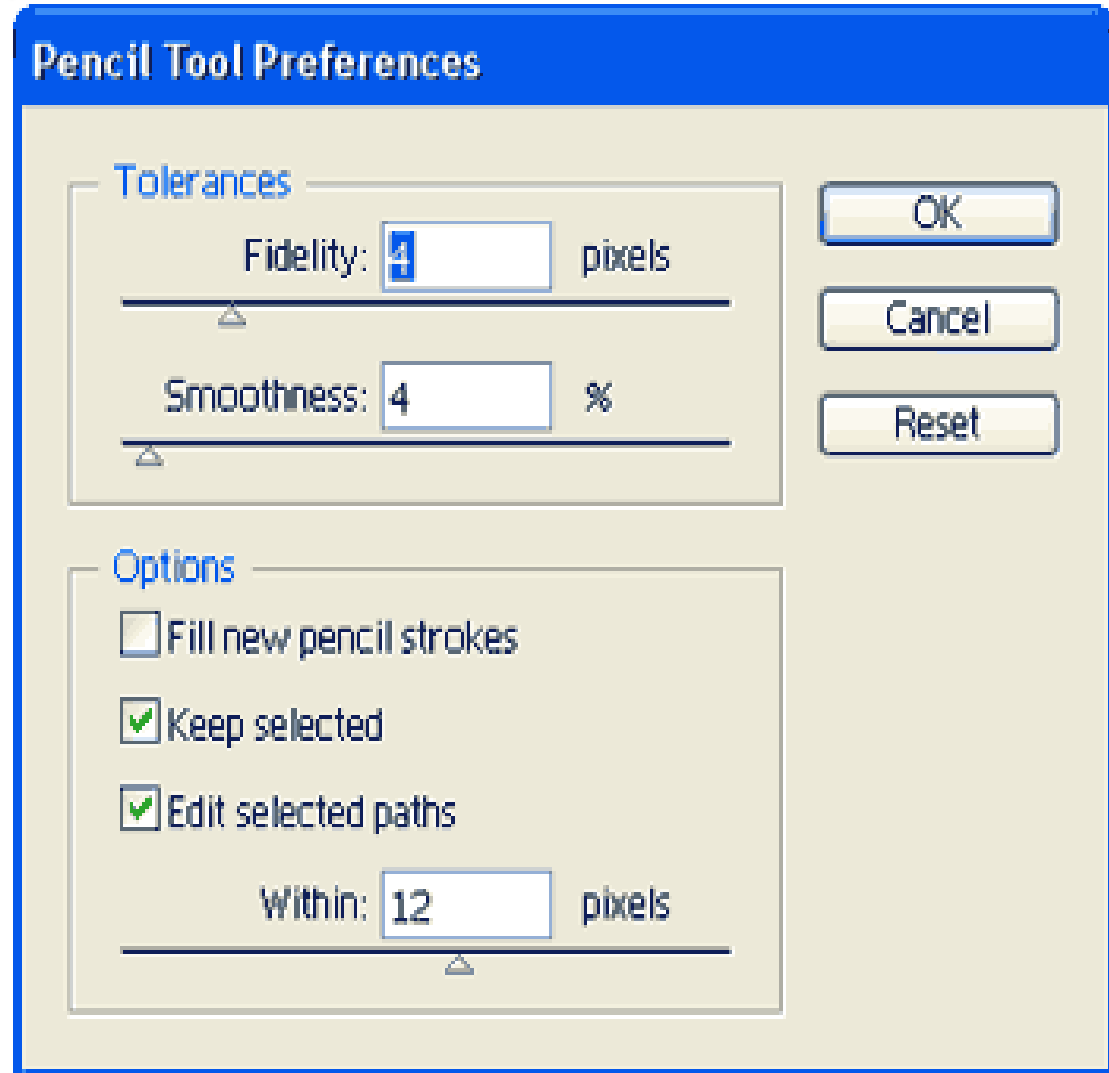
Reshaping Path

- Make sure your path is selected and use the Pencil Tool to redraw the parts you would like to reshape. Note that the start and end path must be close to the original path to make it work.



Pencil Tool Preferences (double click on the Pencil Tool)

- **Fidelity:** Determines how close the path is drawn to your mouse movement. Set it at a higher fidelity if you're not good at drawing with your mouse.
- **Smoothness:** The higher you set for smoothness, the less anchor point it produces. Thus, producing a smoother line.



The screenshot shows the 'Pencil Tool Preferences' dialog box with a blue title bar. It contains two main sections: 'Tolerances' and 'Options'. In the 'Tolerances' section, 'Fidelity' is set to 4 pixels and 'Smoothness' is set to 4%. In the 'Options' section, 'Fill new pencil strokes' is unchecked, while 'Keep selected' and 'Edit selected paths' are checked. A 'Within' slider is set to 12 pixels. On the right side of the dialog are three buttons: 'OK', 'Cancel', and 'Reset'.

Pencil Tool Preferences

Tolerances

Fidelity: 4 pixels

Smoothness: 4 %

Options

☐ Fill new pencil strokes

☒ Keep selected

☒ Edit selected paths

Within: 12 pixels

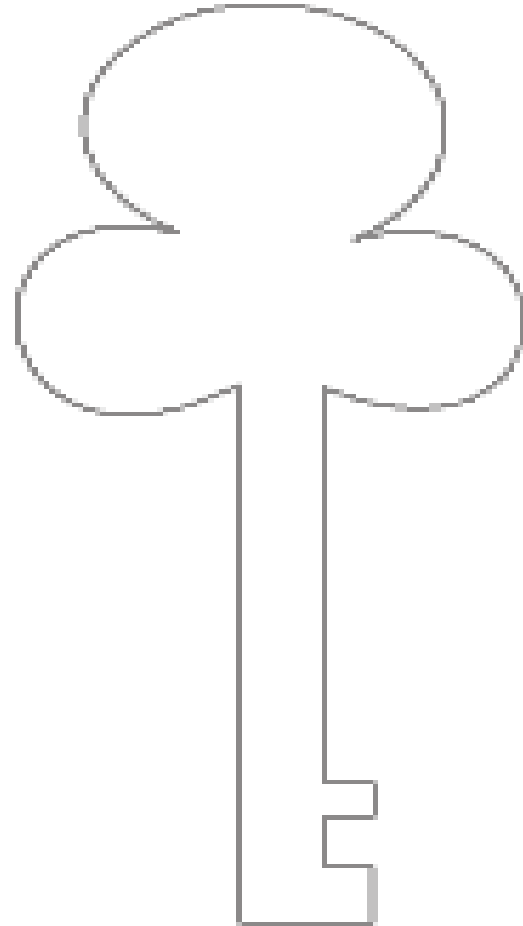
OK

Cancel

Reset

Act. 5: Drawing with Pen Tool

- The Path Tool will be the hardest tool to learn in Illustrator. It usually takes weeks to learn and beginners always end up in frustration while figuring how it works. So don't give up and practice it every day and soon you will be able to draw any shape.



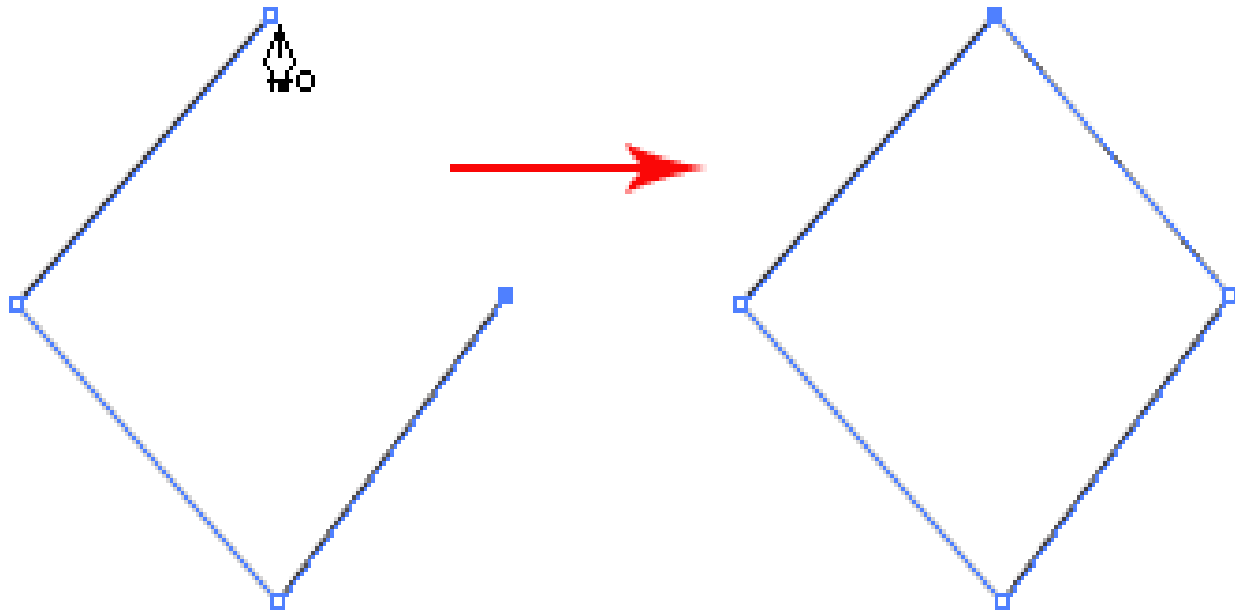
Drawing Straight Lines

- Select the Pen Tool and click once to add the first anchor point. Move your mouse to the next position and click again to create the second point. The two anchor points will be connected together. Continue doing this to create a VV shape as shown. To draw a new line, click the Selection Tool (The Black Arrow Icon) and click back the Pen Tool again.



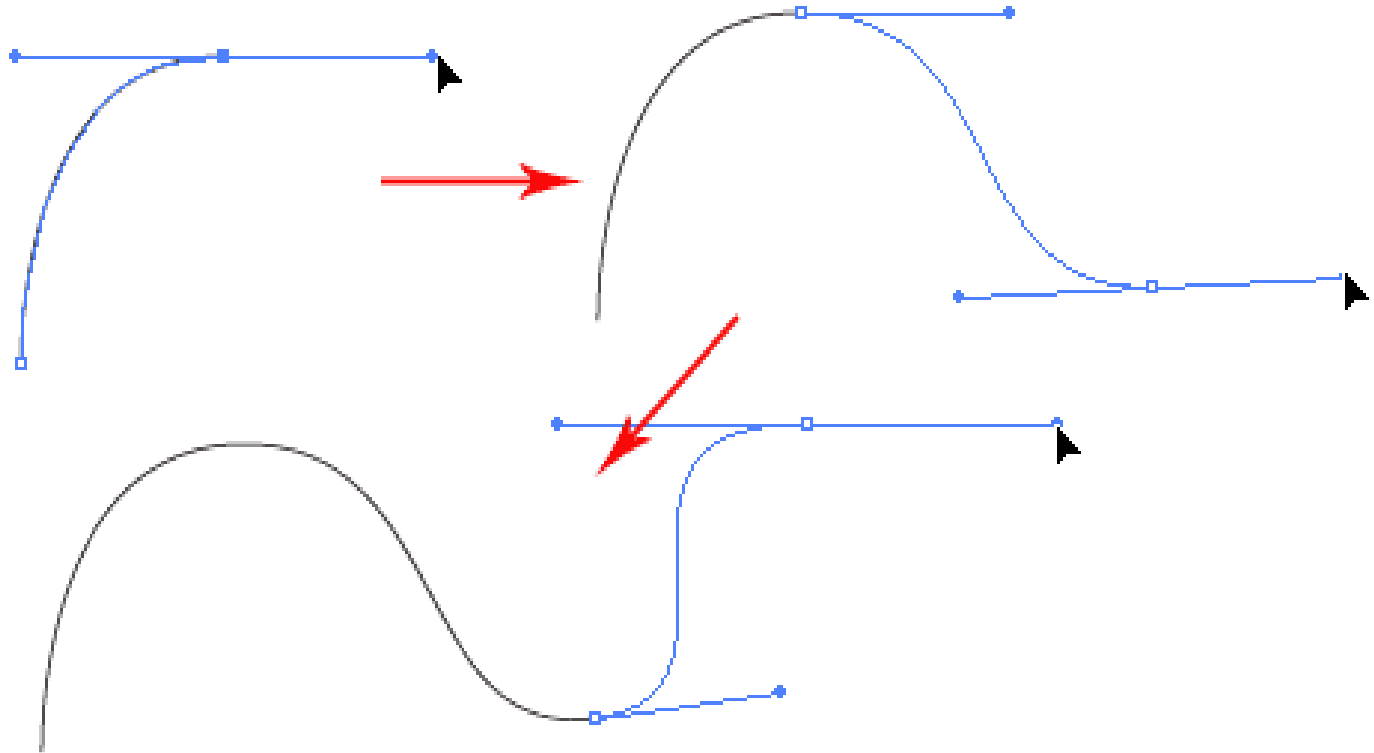
Closing a Path

- To close a path, click back the starting point to close the shape.



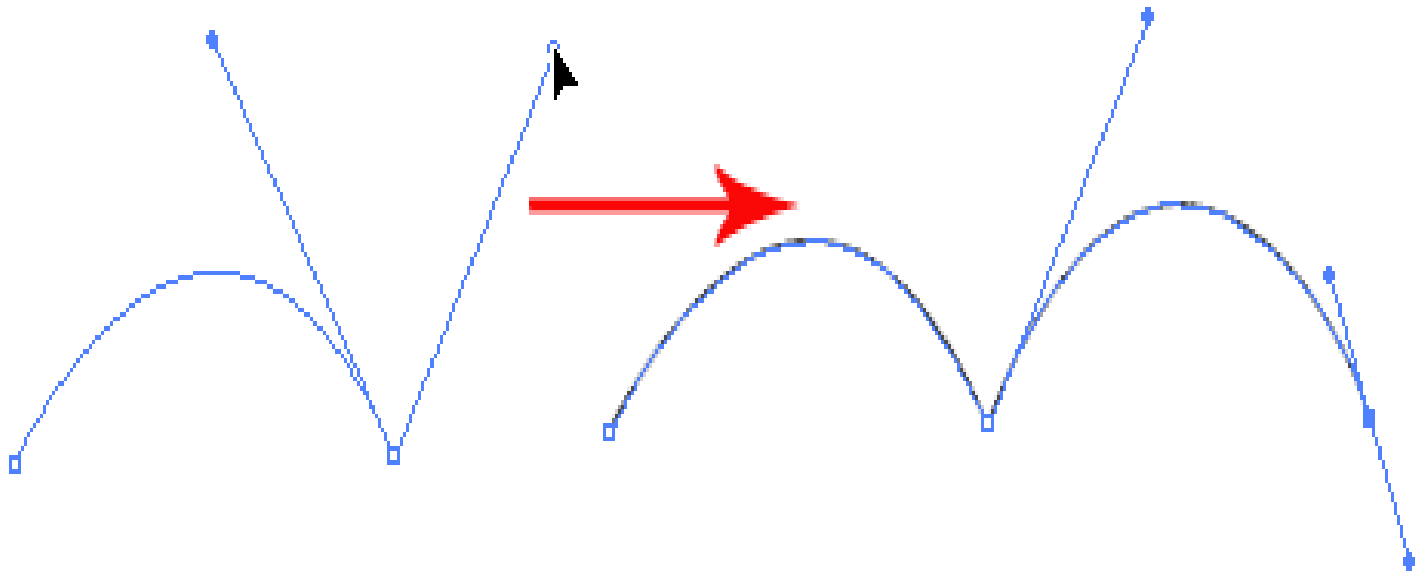
Drawing a Curved Line

- Click and drag to put out the handles to create a smooth anchor point.



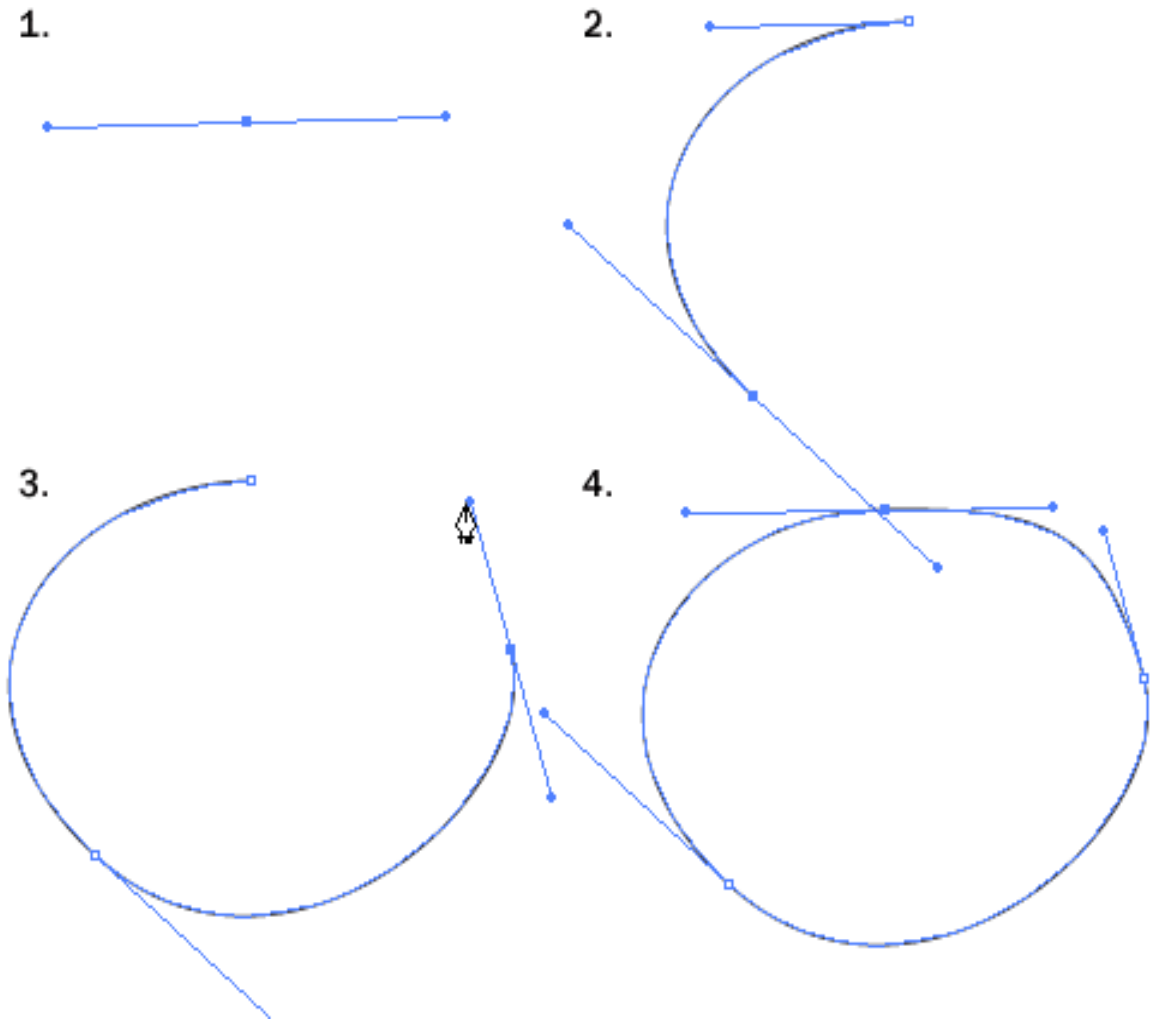
Changing Path Directions

- Click and drag to create a smooth anchor point. Without releasing your mouse, hold Alt/Option and drag the handle up to change the path direction.



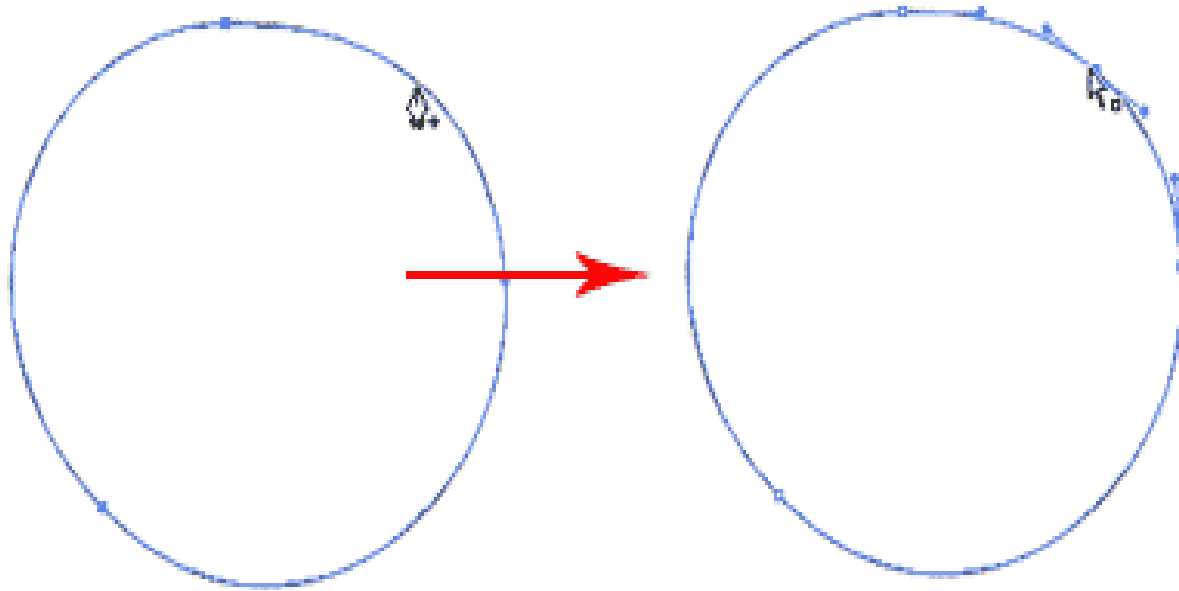
Drawing a Circular Path

- Click and drag to create a smooth anchor point. Continue adding points and click back the starting point to close the path.



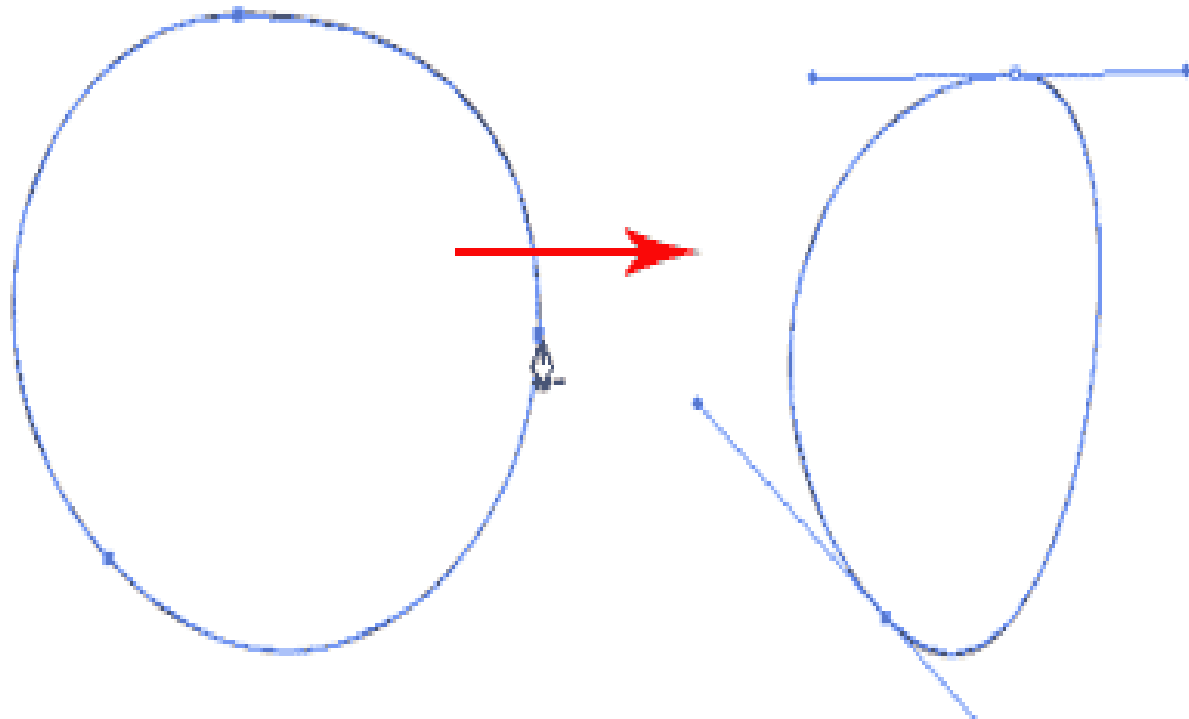
Adding Anchor Points

- With the Pen Tool selected, go near the path where you want to add a new anchor point. A plus sign will appear next to the pen, click on the path to create a new anchor point.



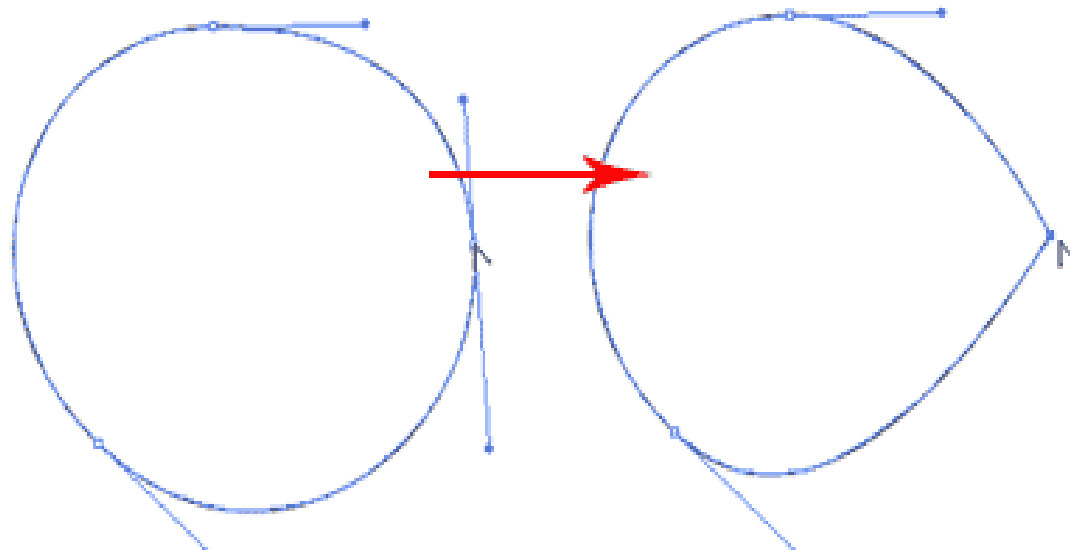
Removing Anchor Points

- To remove point, move your Pen Tool close to an anchor. A minus sign will appear next to the pen. Click on the anchor point to delete it.



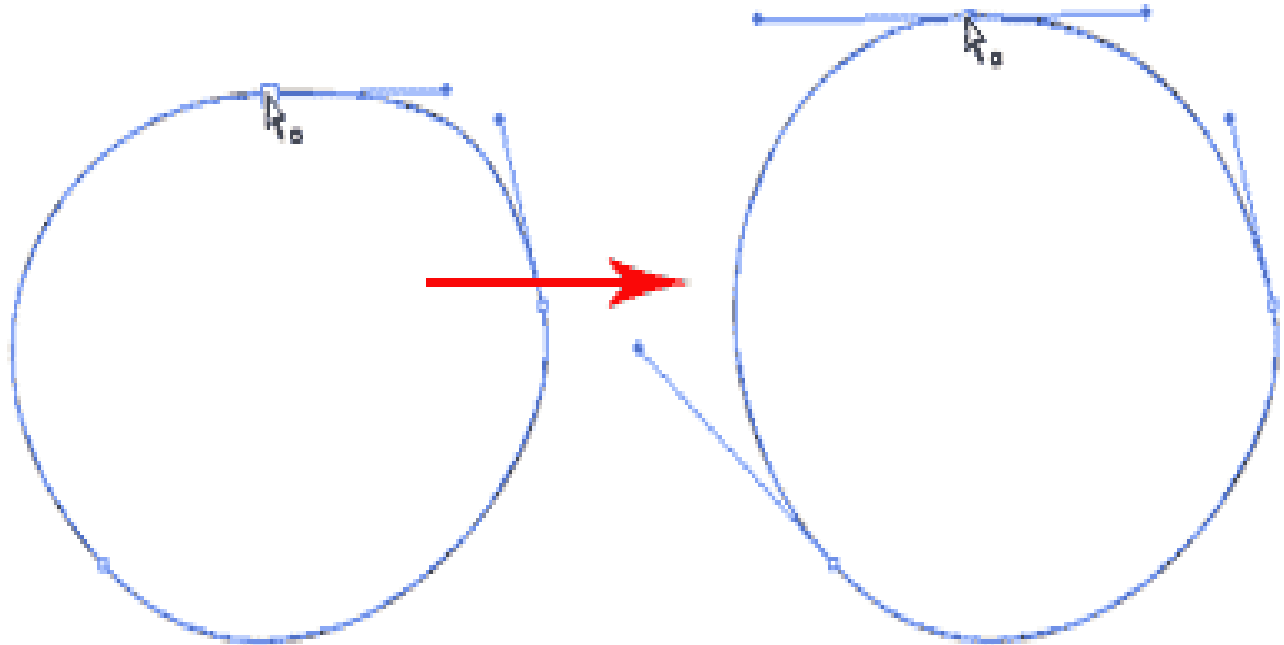
Converting Anchor Points

- To convert a smooth anchor point to a sharp anchor point, move your Pen Tool near the anchor and **hold Alt/Option** and your Pen Tool will change to an arrow shape. Click on the smooth anchor to convert it to an anchor point. Click and drag on the anchor point again to change it back to a smooth anchor point.



Moving Anchor Points

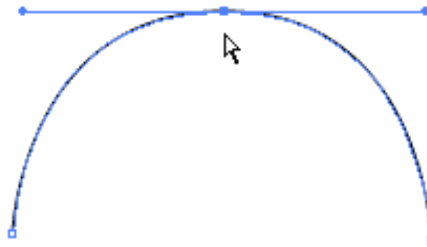
- Select the Direct Selection Tool and click and on anchor you want to move. Click and drag to change positions.



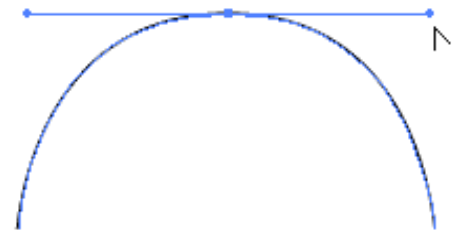
Changing Anchor Directions

- Pen Tool - hold Ctrl/Command to quickly change the Pen Tool to Direction Selection Tool. Select the anchor point you want to edit. The anchor handle will appear. Now release Ctrl/Command and hold Alt/Option to change it to Convert Anchor Tool. Click and drag the handles to change the direction.

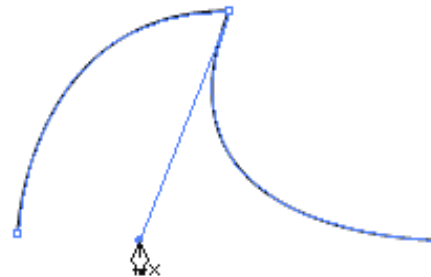
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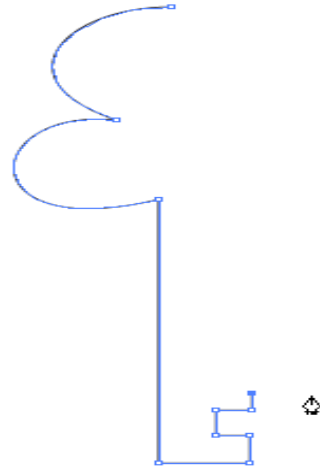
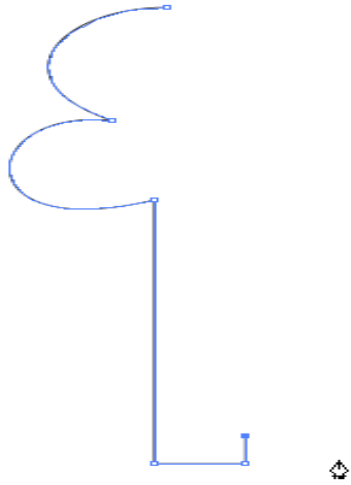
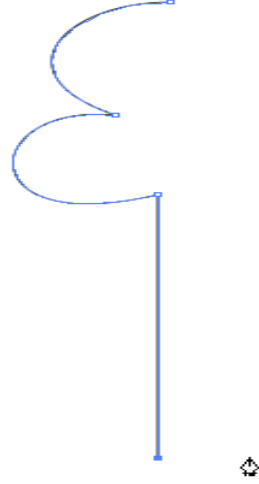
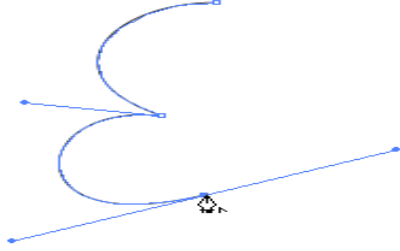
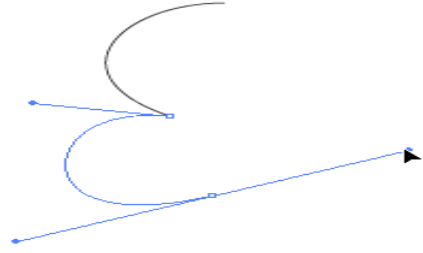
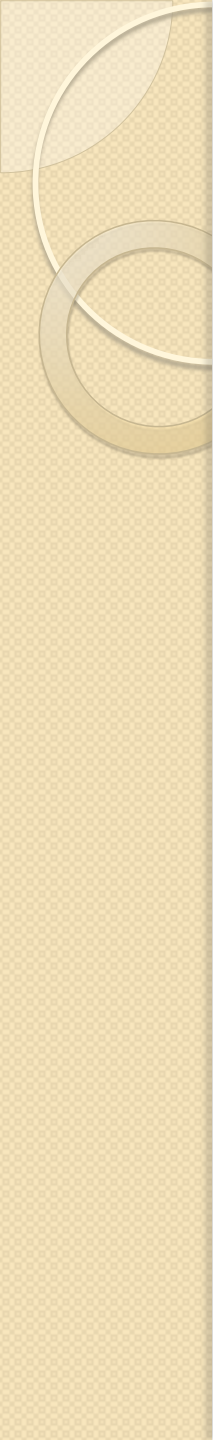


2.



3.





Tips for Using Pen Tool

- Use as little anchor points your need to create your shape
- Add anchor points where there is a change in direction of the line/curve
- Use shortcuts like Alt/Option or Ctrl/Command to quickly swap to other tools to edit your path
- Hold shift to lock your path while adding new anchor point for 45-degree increments.

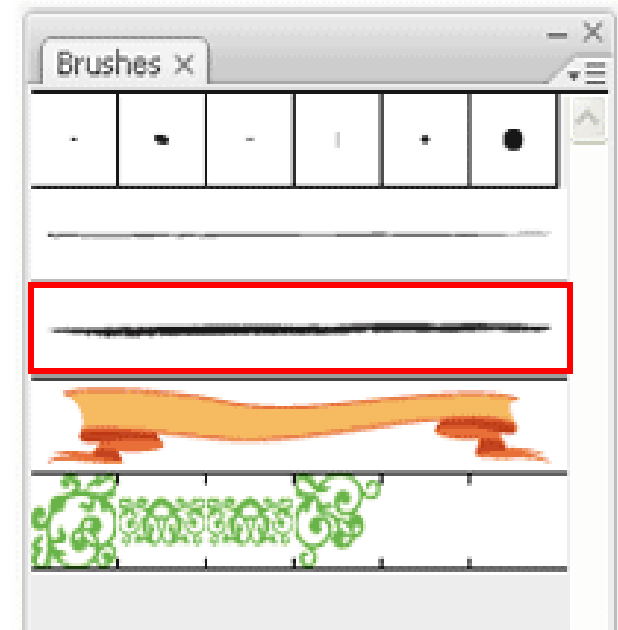
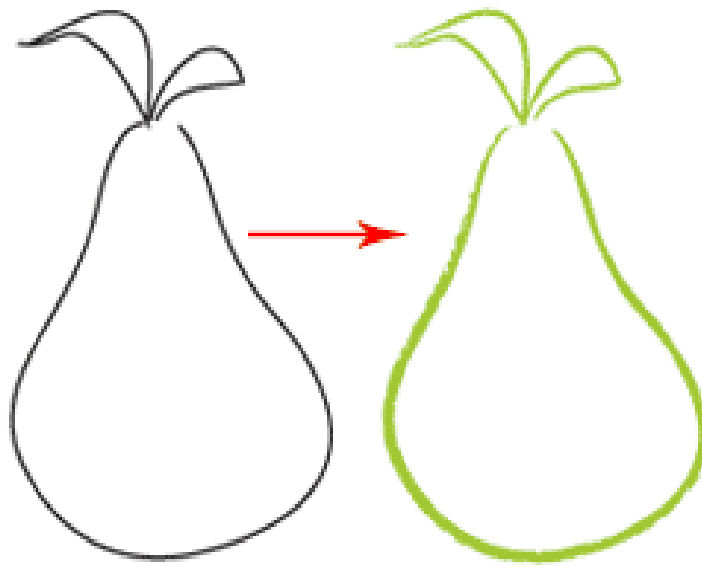


Act. 6: Using Brushes

- Add styles to your lines.
- It can also be used to mimic calligraphy, crayon and brush strokes.
- Add more life to your line works.

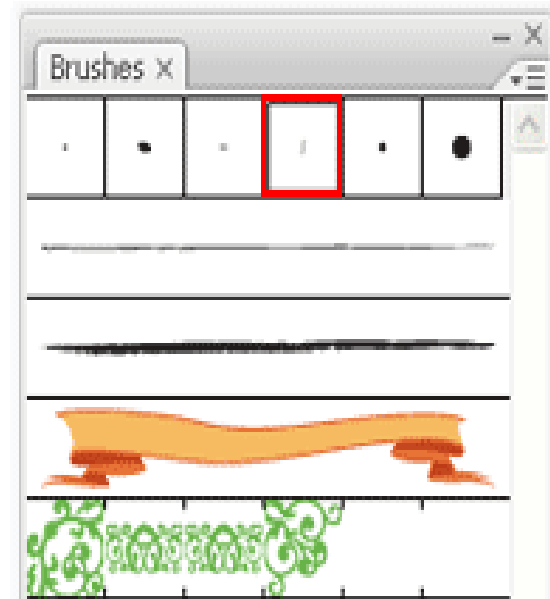
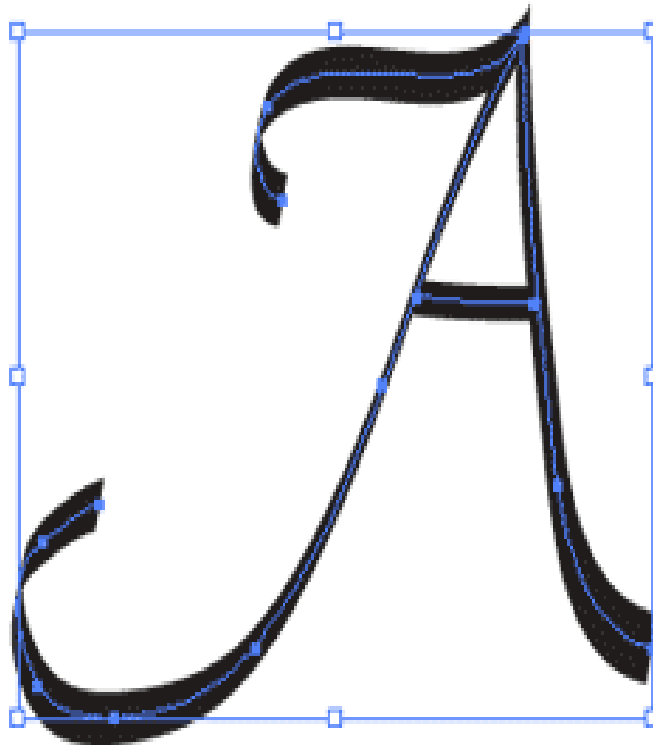
Applying Brush Stroke

- Select the Brush Tool and draw your object. Then go to your Brushes Palette and select the crayon brush to apply the effect.



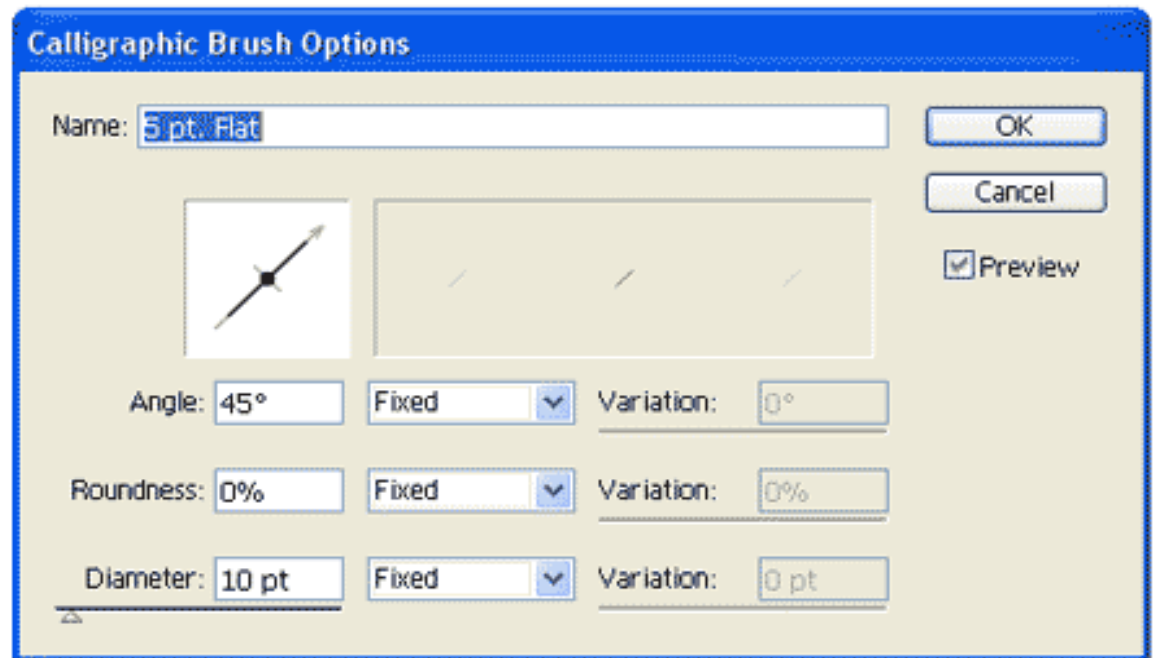
Calligraphy Brush Stroke

- To apply a calligraphy brush stroke, draw your path and select the calligraphy brush. Increase the Stroke to make it thicker.



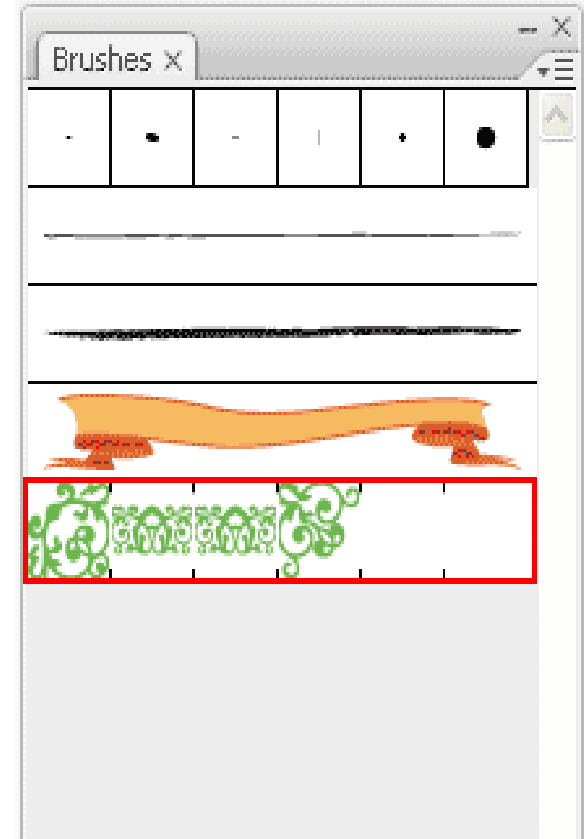
Calligraphy Brush Options

- To make changes to your calligraphy brush, you can **double click the Calligraphy Brush** to pop up the calligraphic brush options. **Drag the brush** to change the angle in the thumbnail. Change the Diameter makes it thicker.



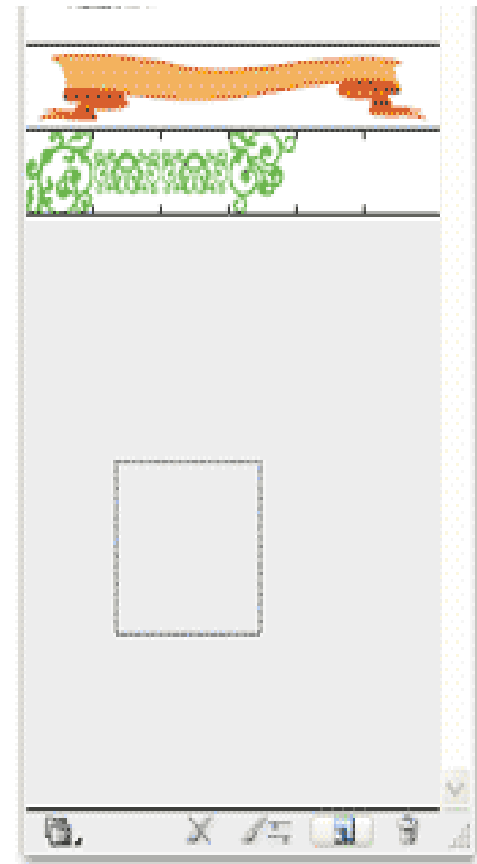
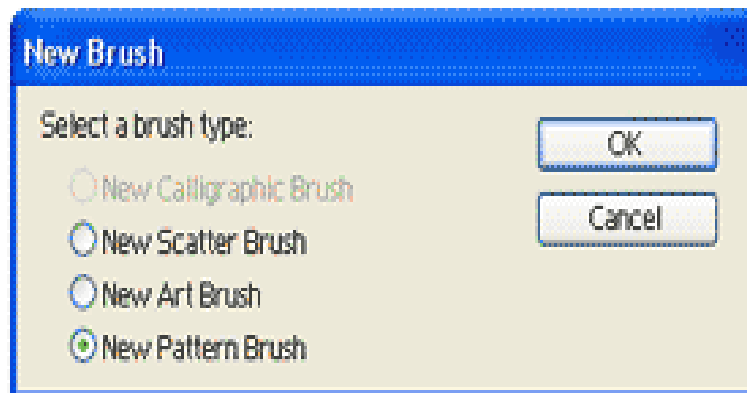
Create a Border Pattern

- Draw a rectangle and pick the border pattern. This will create a frame for it.



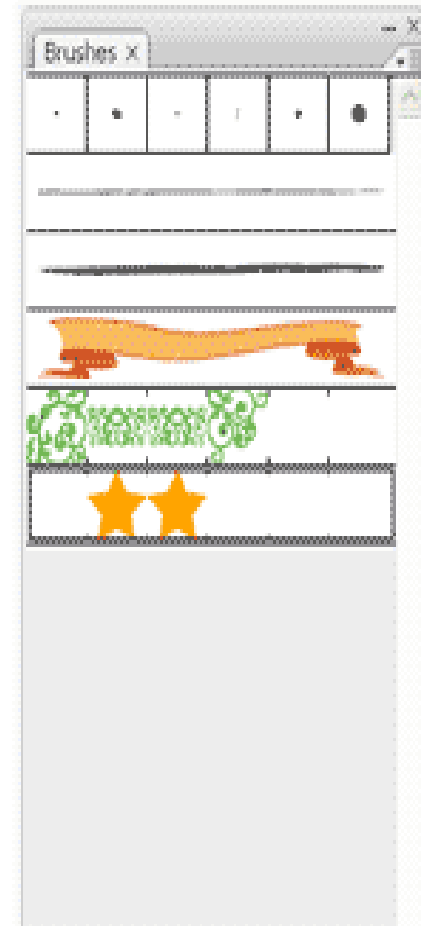
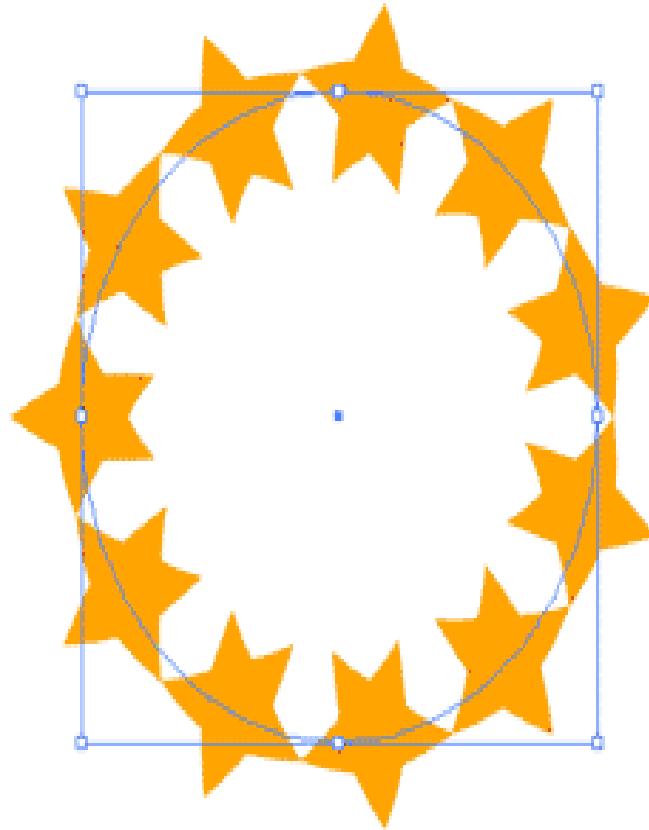
Creating a New Pattern Brush

- Draw a Star and drag it to the Brushes Palette. A New Brush selection appears. Choose New Pattern Brush for it.



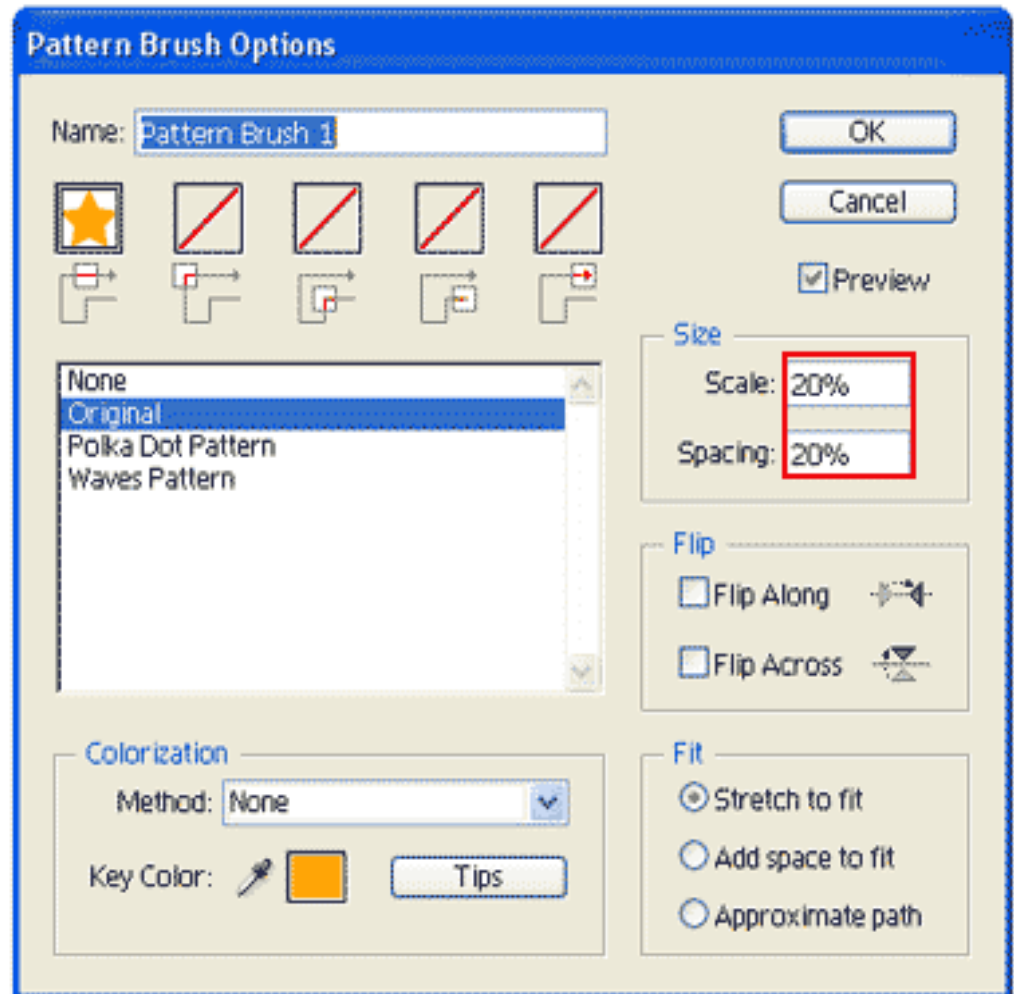
Applying Pattern Brush


- Draw a circle and apply our new brush stroke.



Applying Pattern Brush

- Next draw a line path and apply the brush stroke. Double click the star brush from your brushes and set Scale and Spacing to 20% to get the effect below.





Brushes are very good for aligning objects and creating borders. So experiment with it and have fun!



Act. 7: Creating Compound Paths

- to combine or subtract shapes to create what we need.
- Compound path is made out of at least two objects.
- add, subtract and intersect shapes to form a compound path.



Original Shape



 **ADD**




 **SUBTRACT**



 **INTERSECT**



 **EXCLUDE**



 **DIVIDE**



 **TRIM**



 **MERGE**




 **CROP**



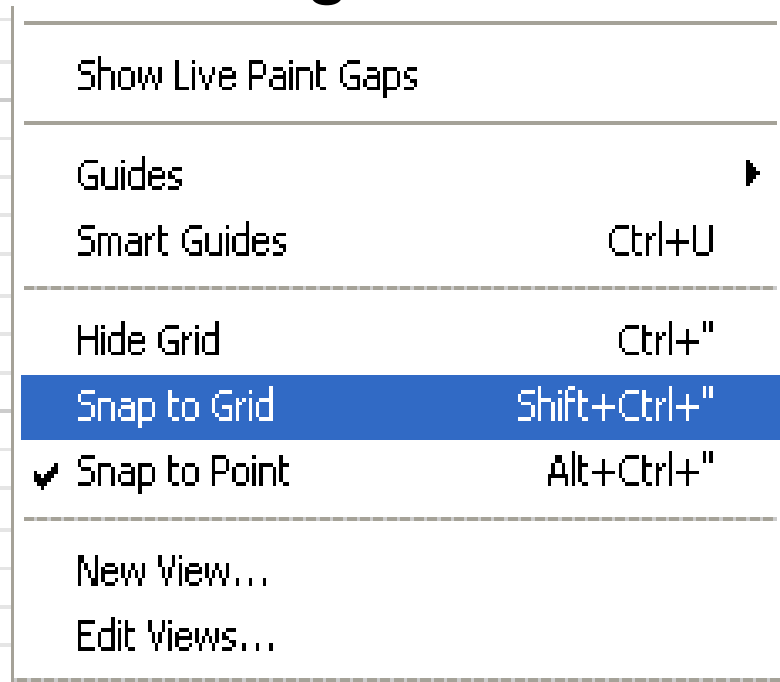
 **OUTLINE**



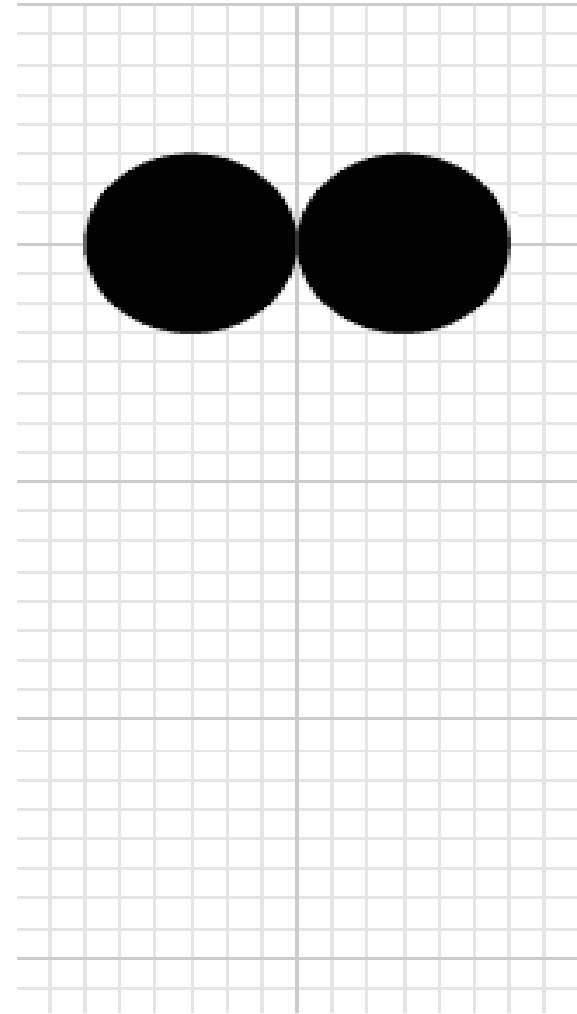
 **MINUS BACK**

Creating an Ancient Key Using Compound Path -Turning on the Grids

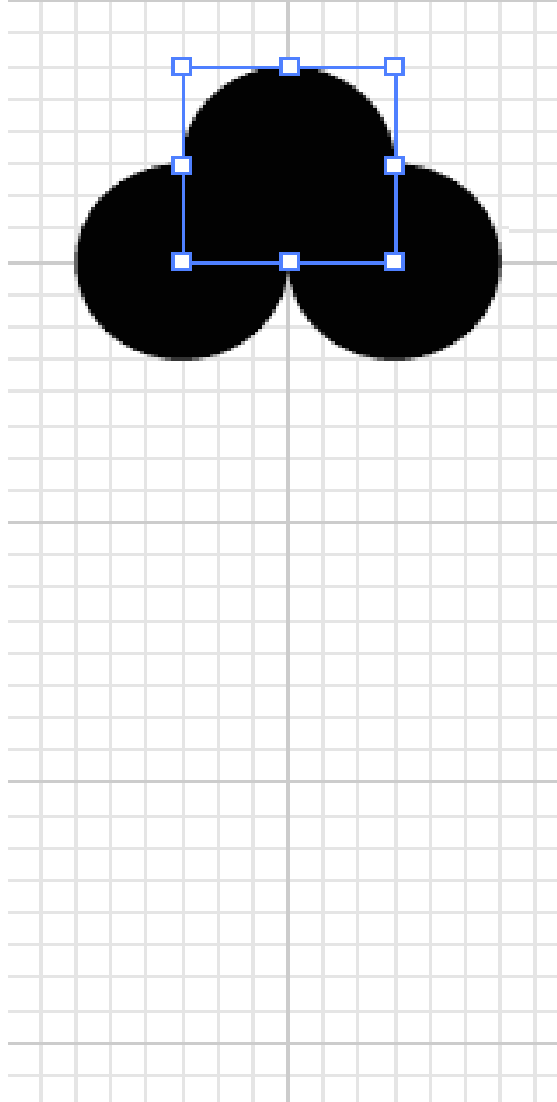
- Go to View>Show Grid to turn on the grids, then go and turn on Snap to Grid. With the grid and snapping turned on, you can easily snap objects to the grid.



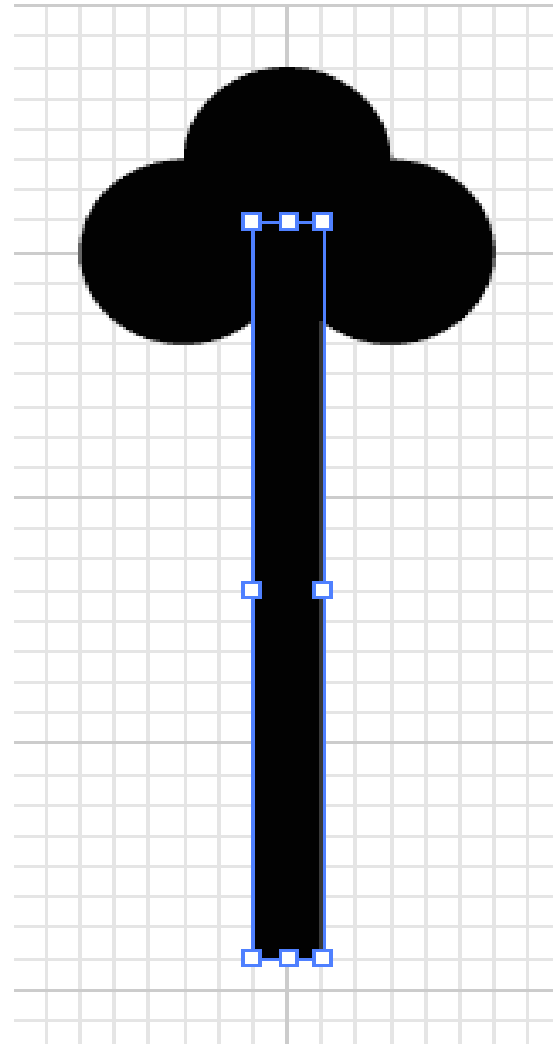
- First draw a Circle using your Shape Tools, hold Alt/Option as you click and drag a new copy beside it.

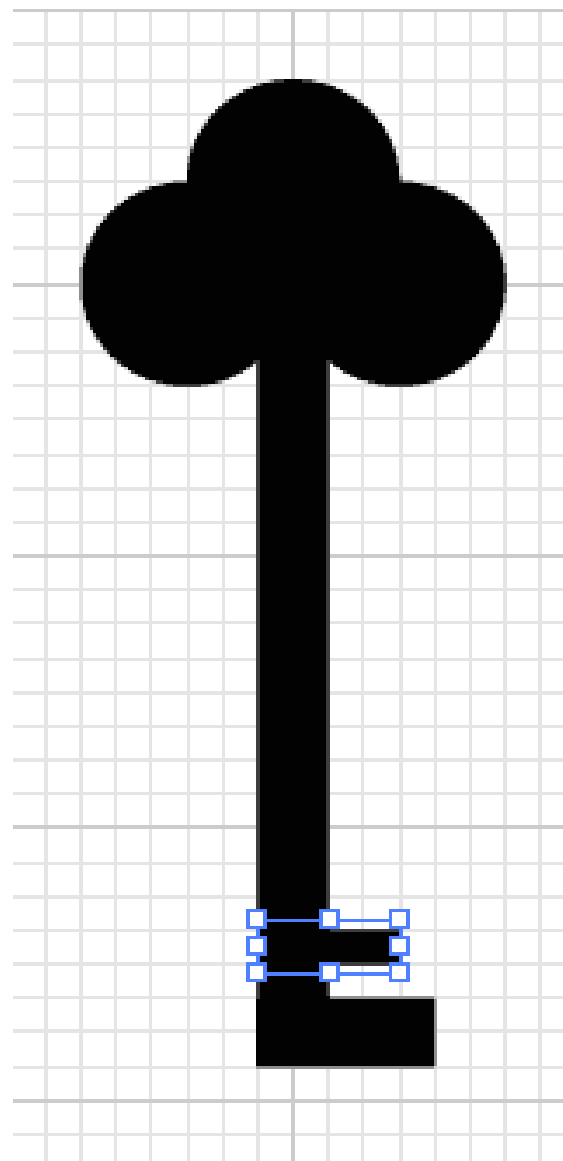
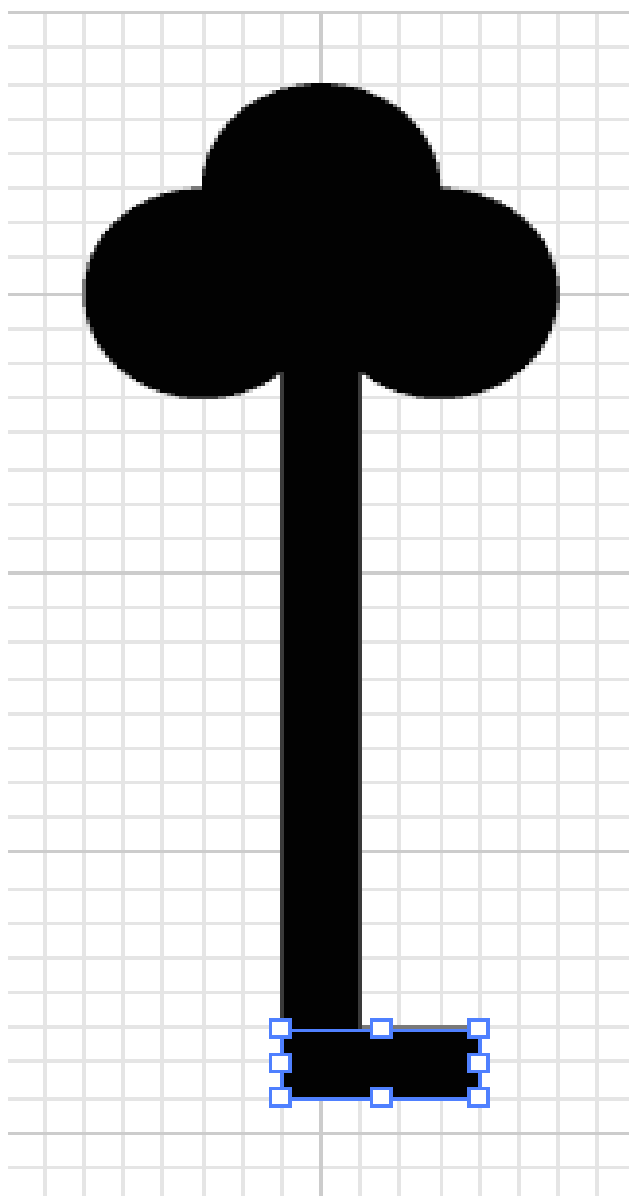


- Duplicate a new circle and place it on top.

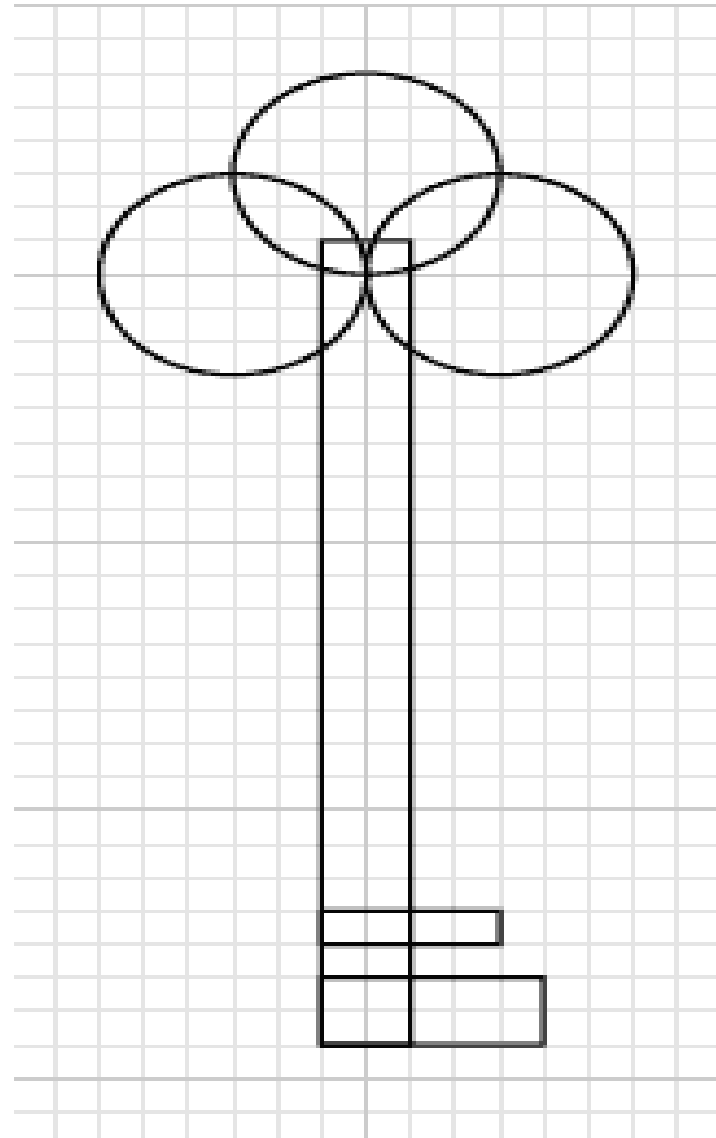


- Next, select the Rectangle Tool and continue building up your key shape.

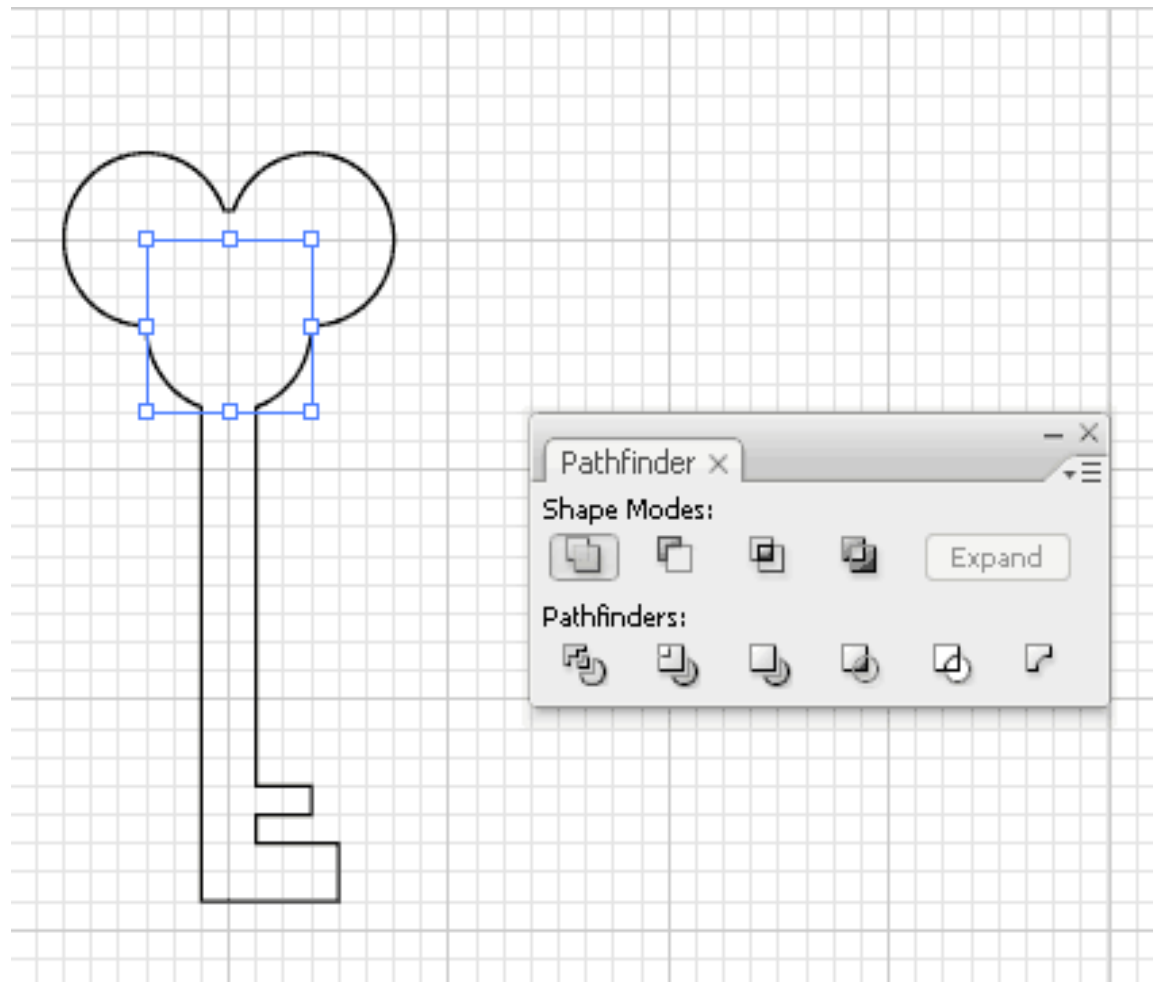




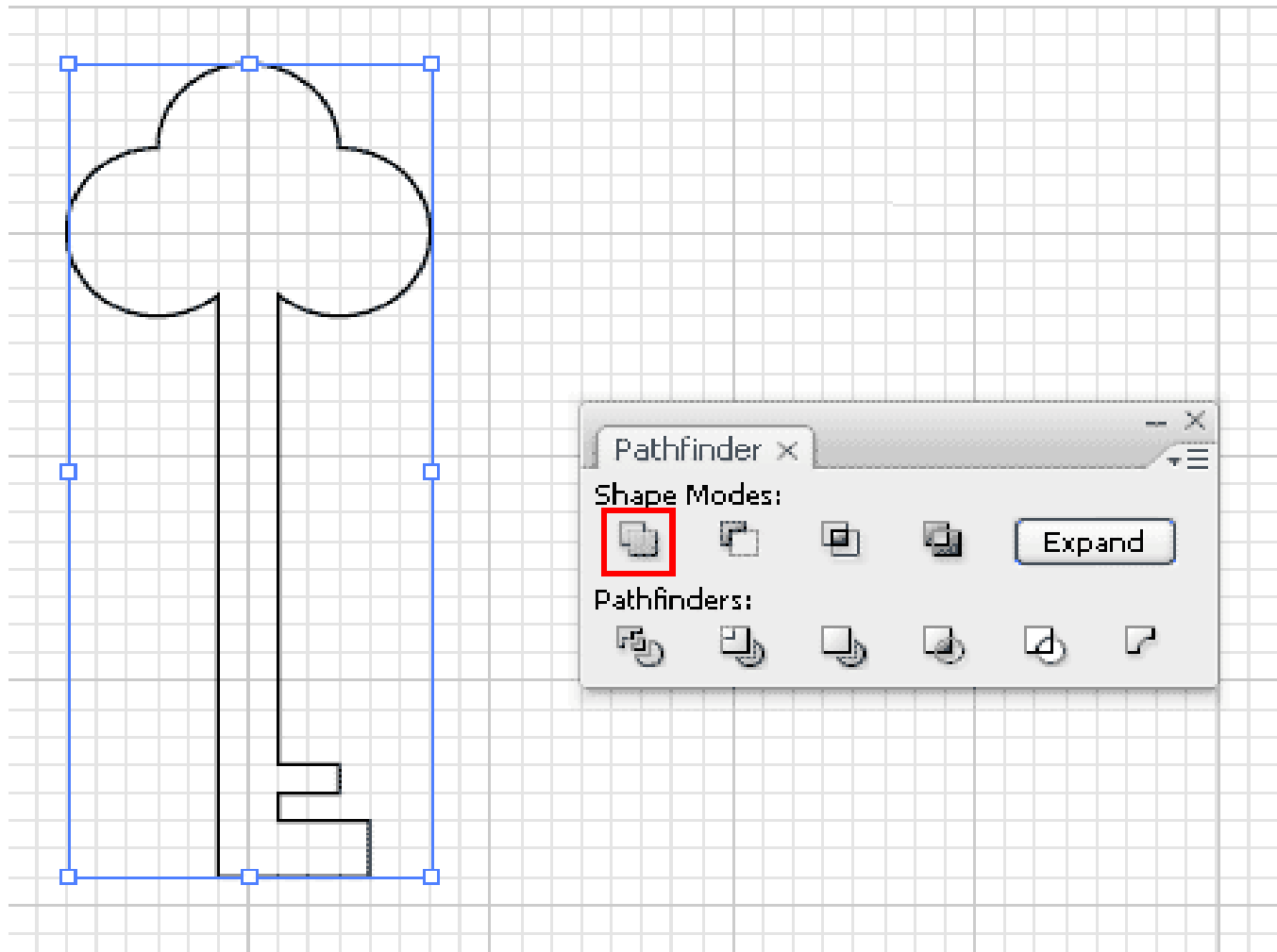
- Swap the Fill and Stroke for the object, this will show you all the objects we have.



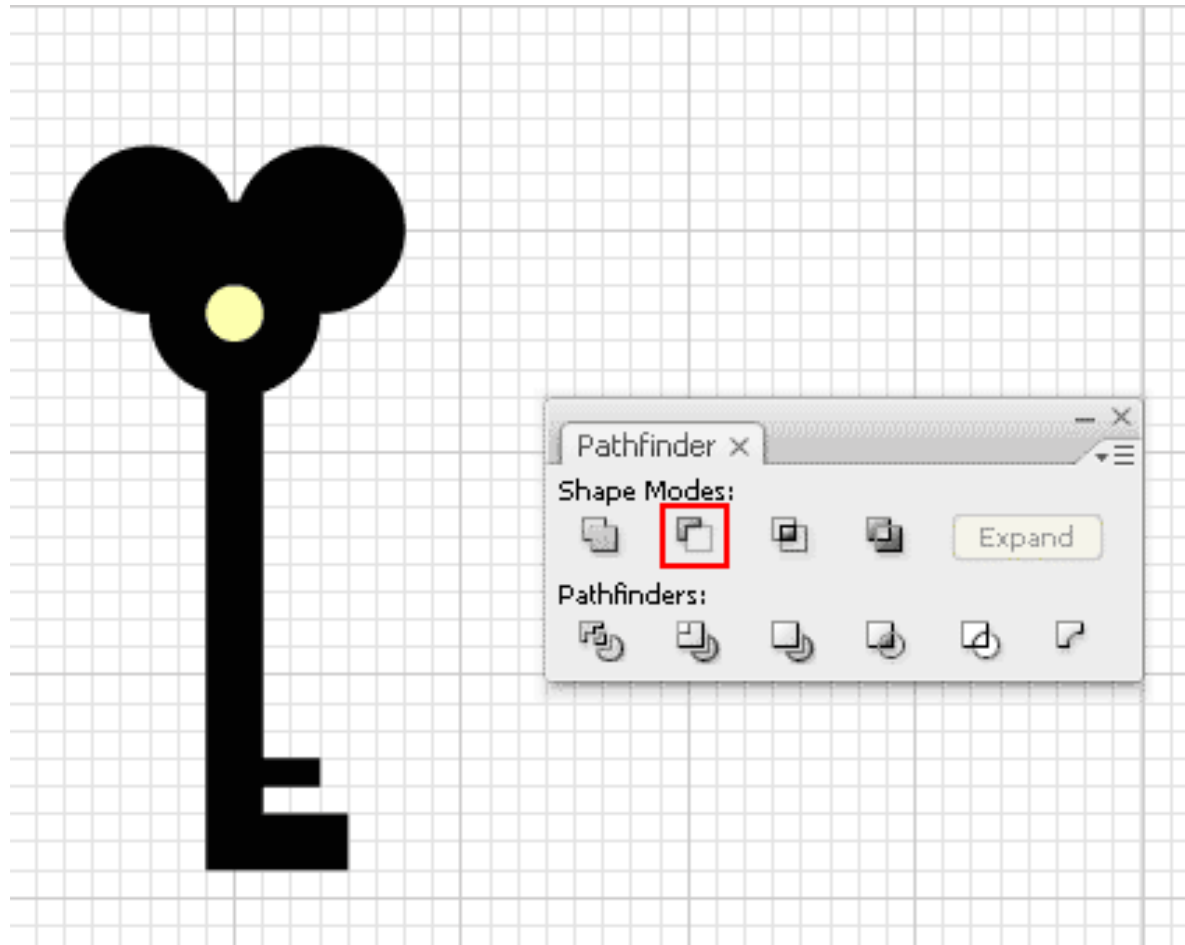
- You can still make changes to the compound path at this stage. Try moving the top circle below to see how it works.



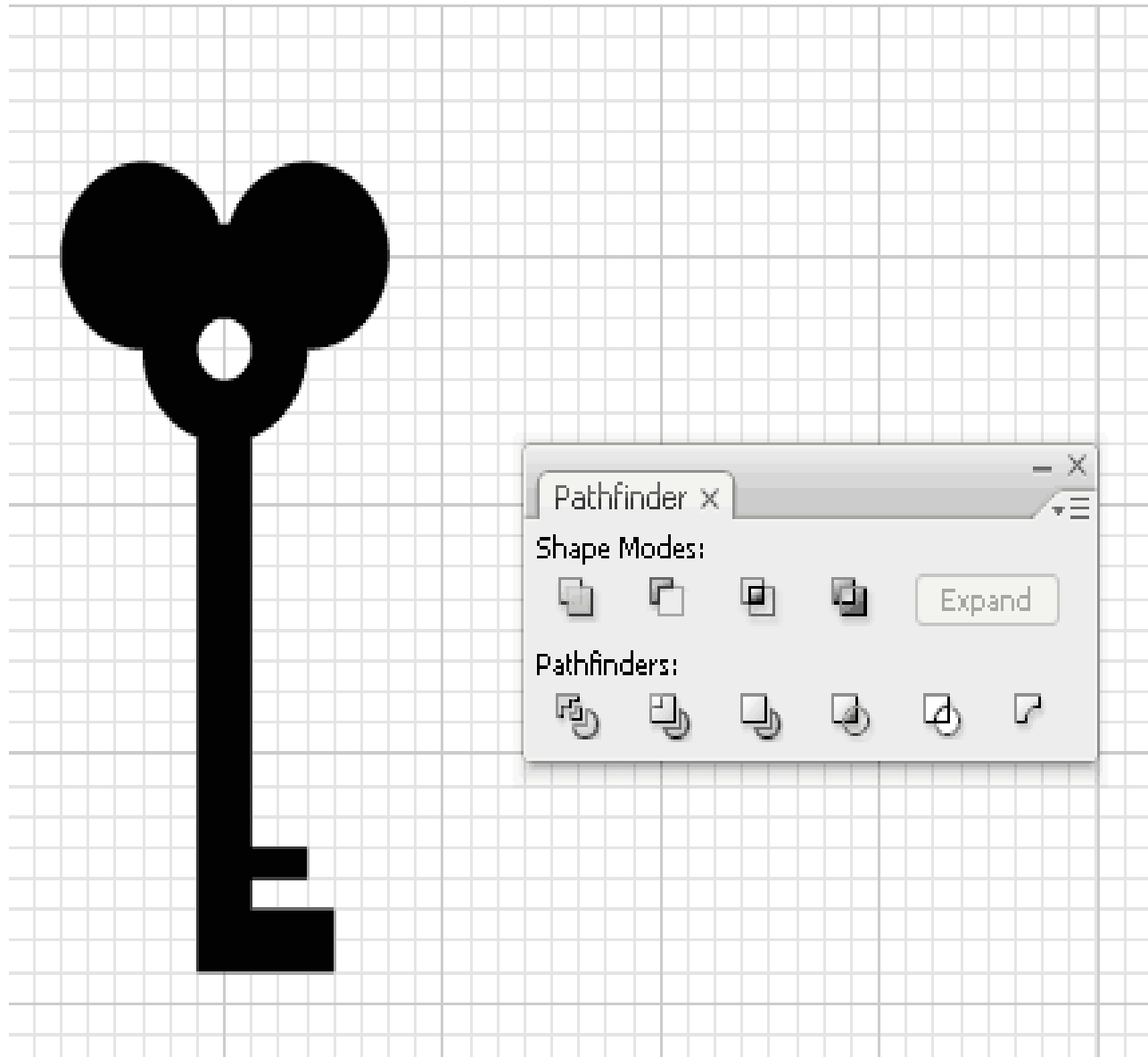
- Using the Selection Tool, select the whole shape and go to Window>Pathfinder to bring up the Pathfinder. Select Add to shape to combine the objects.



- Next we will swap it back to black fill again, draw a circle in the middle which we will punch a new hole there. Select both shapes and select Subtract from shape area.

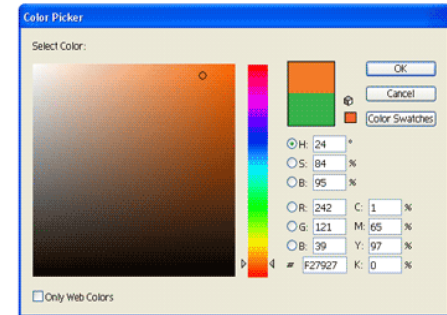
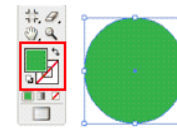
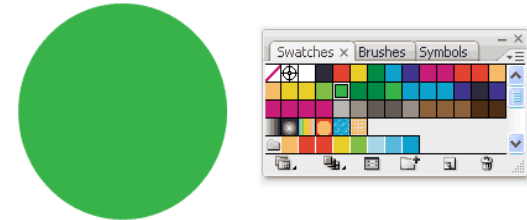


- Here is the final illustration.



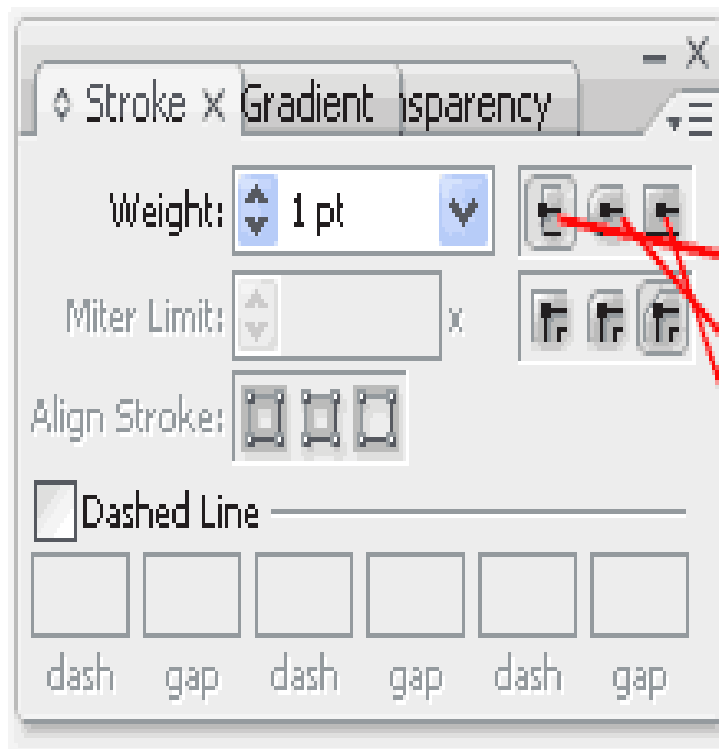
Act. 8 : Working with Color and Strokes

- **Filling Color Using Swatches**
- **Filling Color Using Color Picker**
- **Changing Fill and Stroke Using Control Palette**



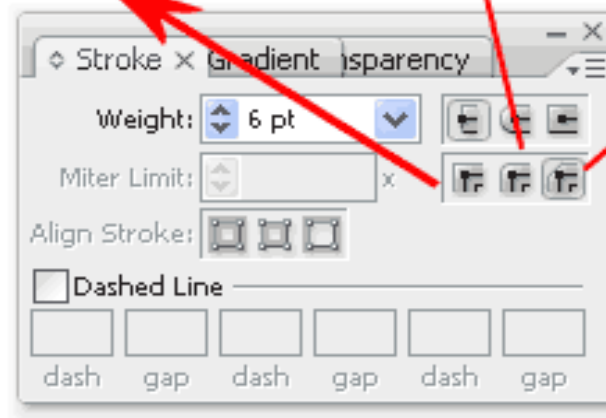
Stroke Caps

- The Stroke Caps determine the start and end points of a stroke. This applies to open paths only. You can choose between a Butt, Round, or Projecting cap.



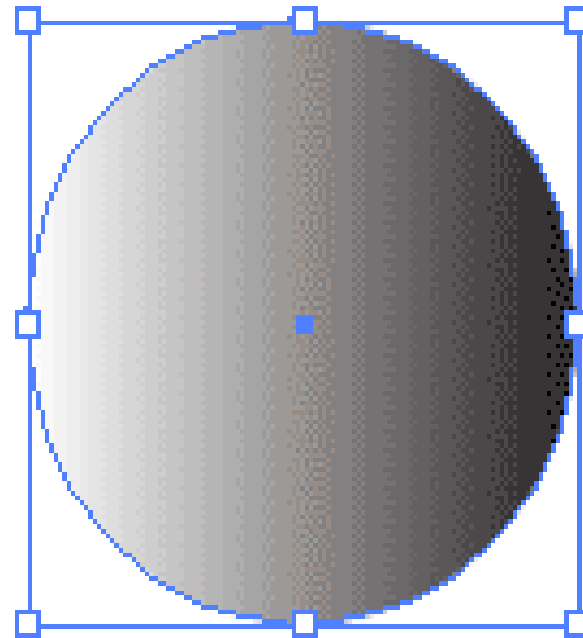
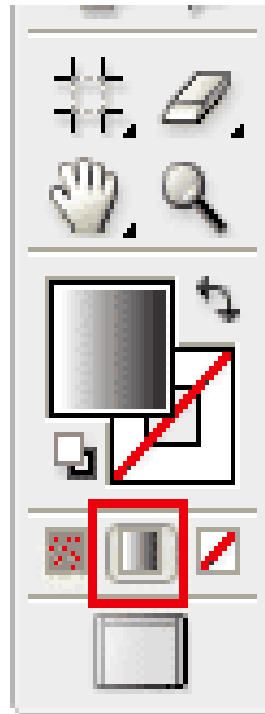
Miter Limit

- The stroke's Miter Limit specifies the appearance for the joins in a shape.

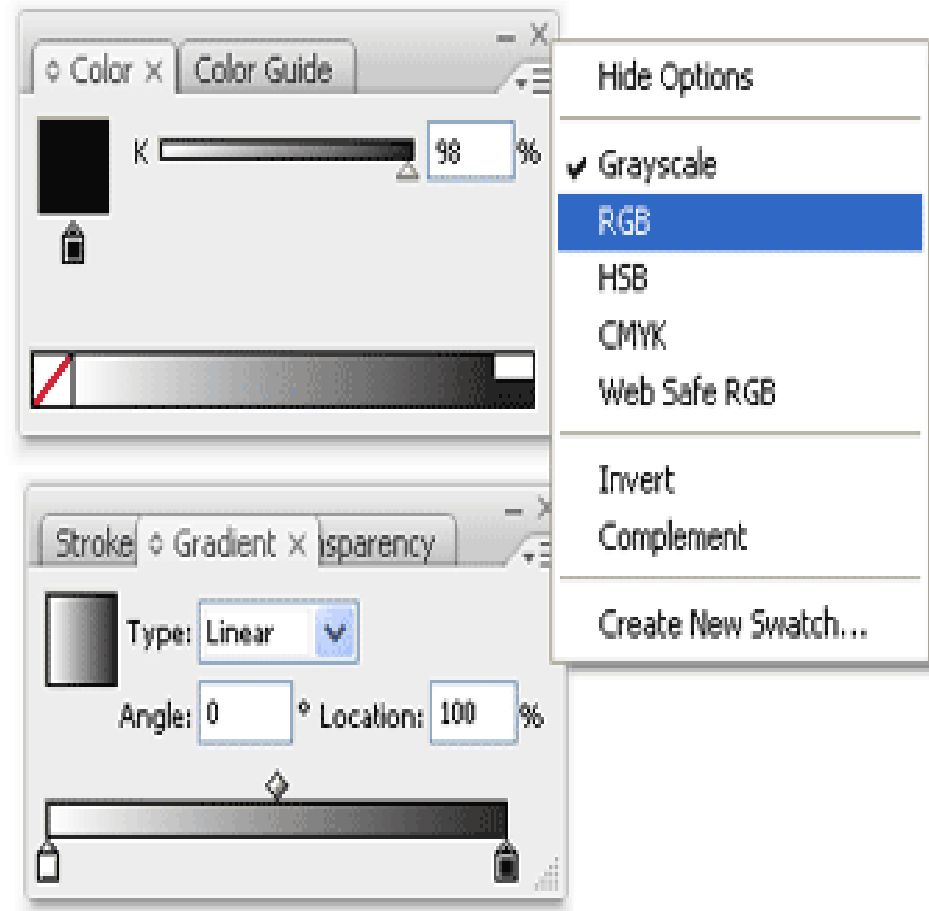
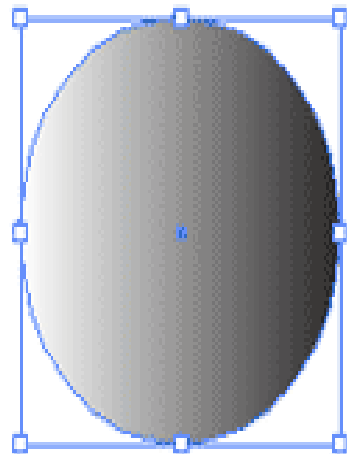


Applying Gradient to Objects

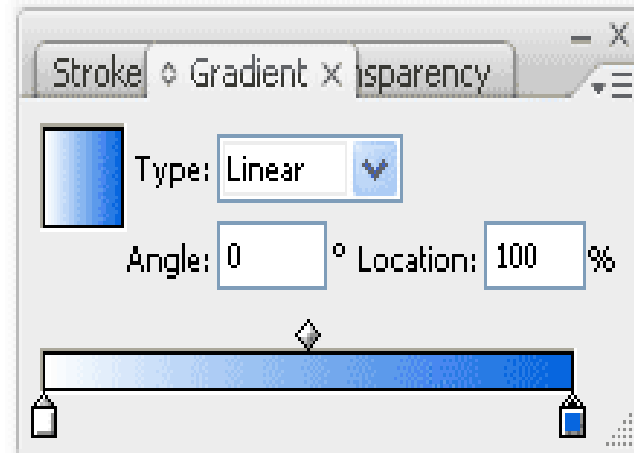
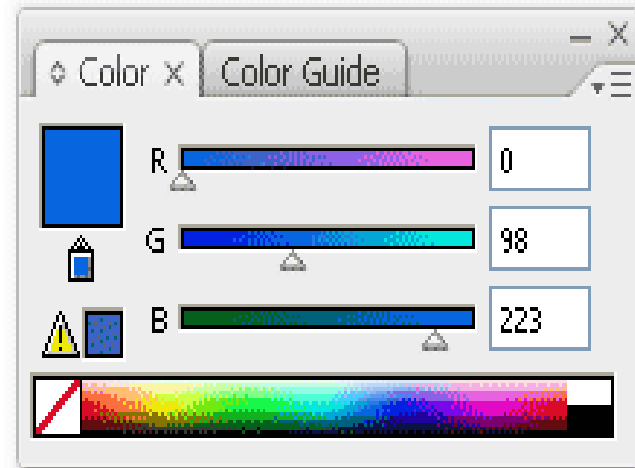
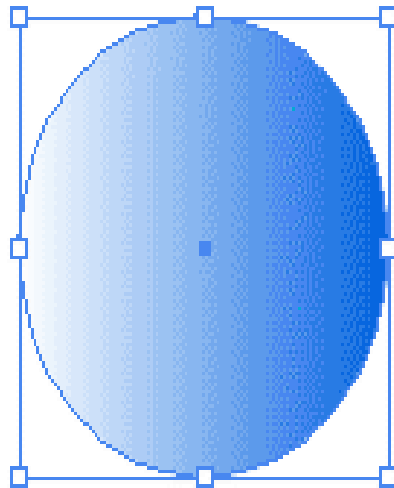
- go to the Tool Palette and set it to Gradient Fill



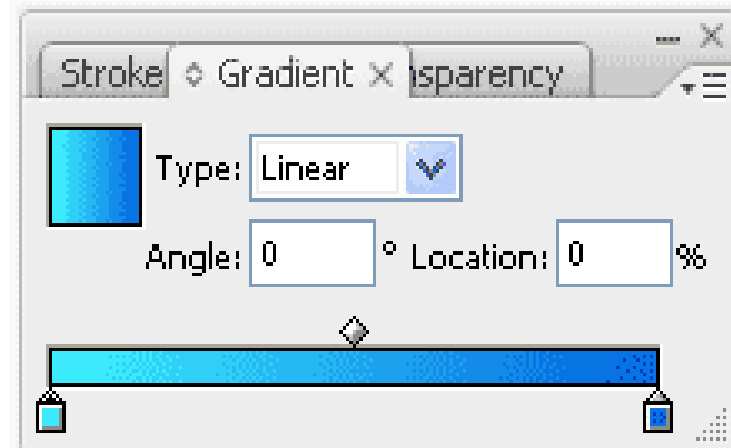
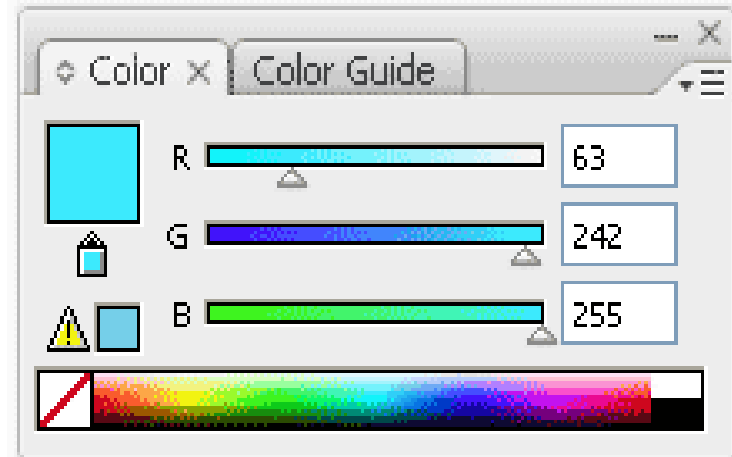
- Open up your Gradient and Color Palette. By default it is a Grayscale gradient. Click Options icon at the corner and change it to RGB mode.



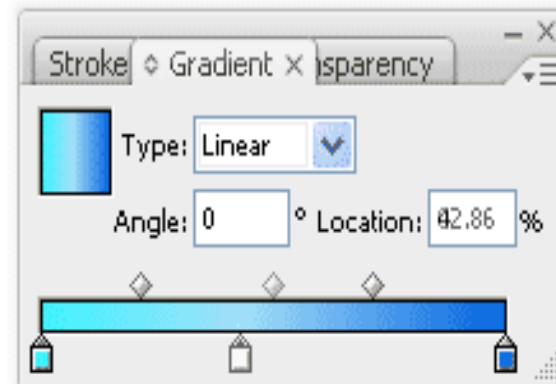
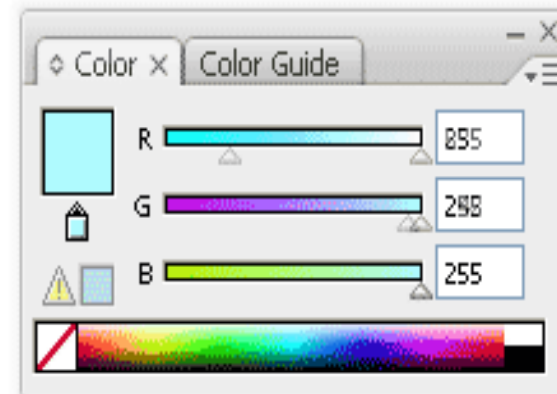
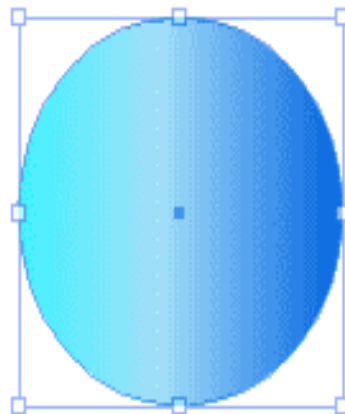
- After we switched to RGB, create a new swatch to pick the color. Choose a dark blue for it.



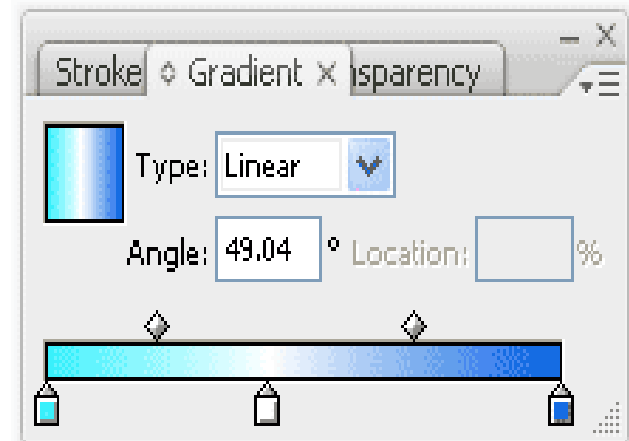
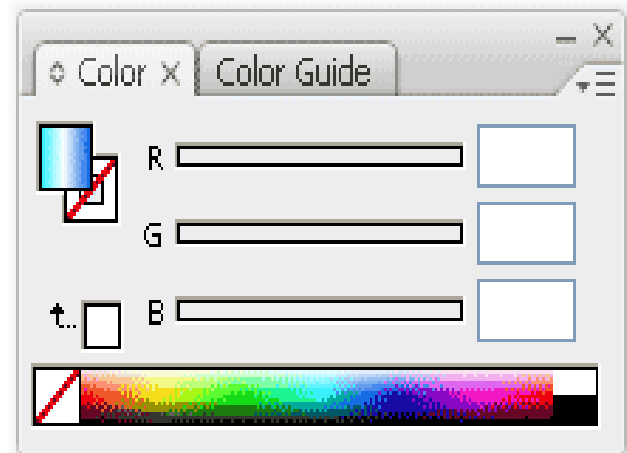
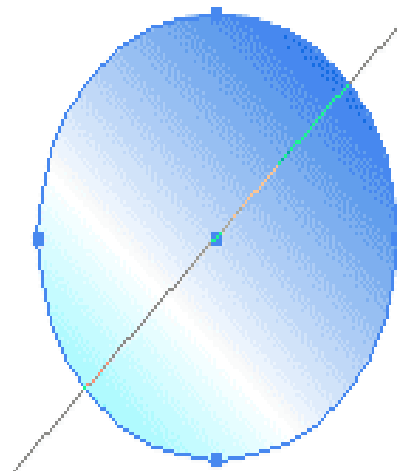
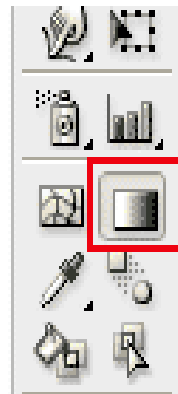
- Do the same for the start point, change it to RGB and choose a light blue.



- To add a new gradient stop to the gradient, click right below the gradient ramp to create a new stop. Change it to white color. To remove it, you can drag the stop out of the Palette.

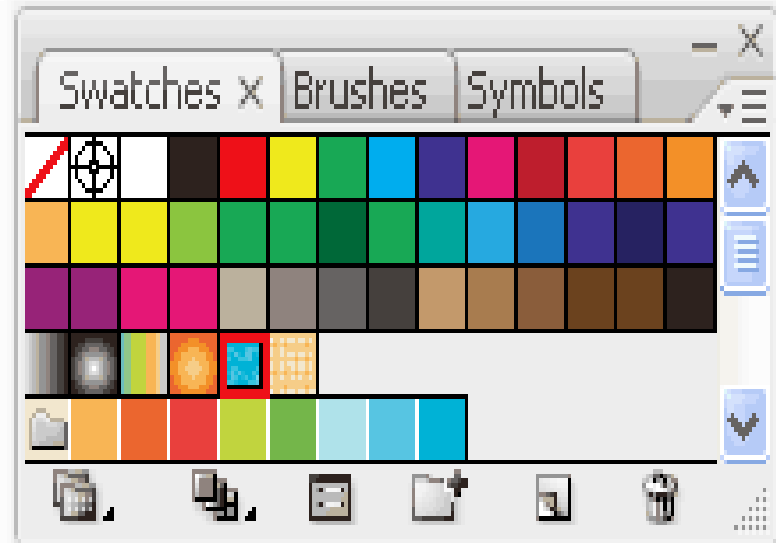
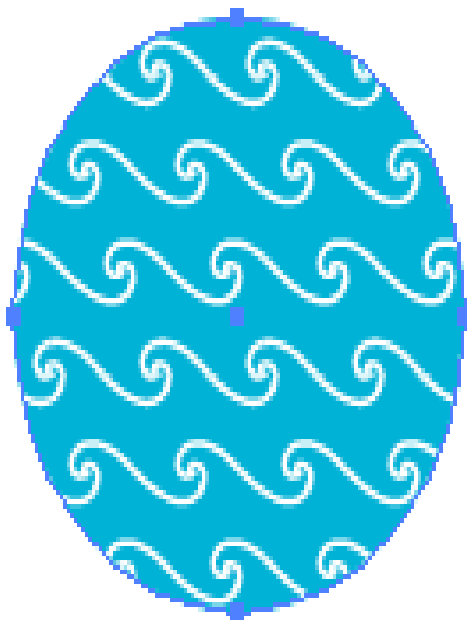


- To change the direction of the gradient, select the Gradient Tool from the Tool Palette. Change the value of the angle in the direction you want the gradient to follow.



Pattern Fill

- To create seamless pattern fill, we can choose the pattern fill from the Swatches.



Conclusion

- Using radial and linear gradient, we can achieve a lot of realism to our artwork. Radial patterns can add depth and volume to circle, and linear pattern can used to create volume for cylinders. Here is an example of gradients used to create a jingle bell.



Act. 9 : Editing Objects, Layers & Groups

- As you start working on complicated illustrations, layers will start to build up.
- Group and arrange them so that you can move and edit the layers easily.

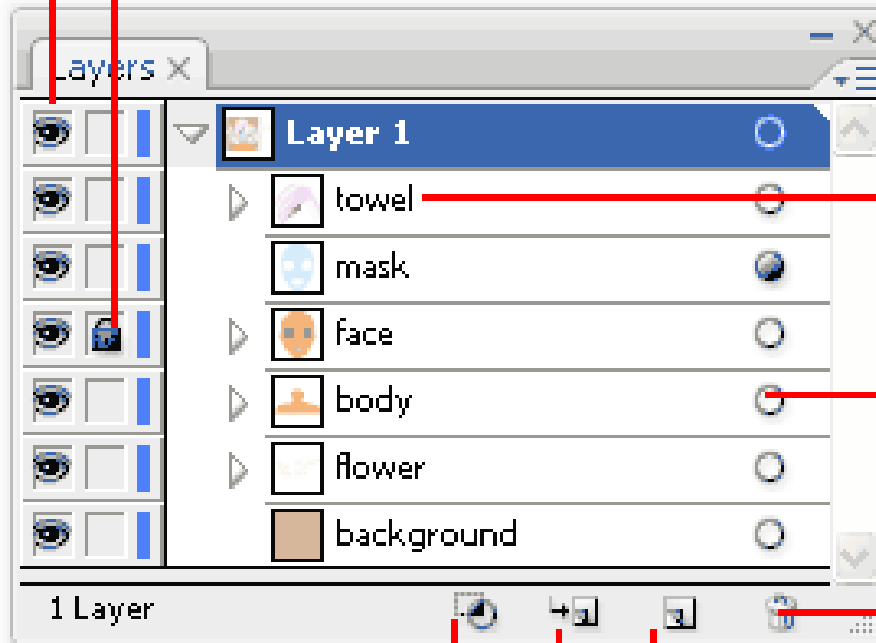


Layers Palette

- Access your Layers Palette from Window>Layers.
- **Visibility Icon:** Click to hide/unhide layer
- **Lock Icon:** Click the lock to lock the layer
- **Layer Name:** Double click to rename it
- **Target Indicator:** Click to select layer
- **Delete Layer:** Click to delete layer
- **New Layer:** Add new layer on top
- **New Sublayer:** Add new sublayer under Layer 1

Visibility Icon

Lock Icon



Layer Name

Target Indicator

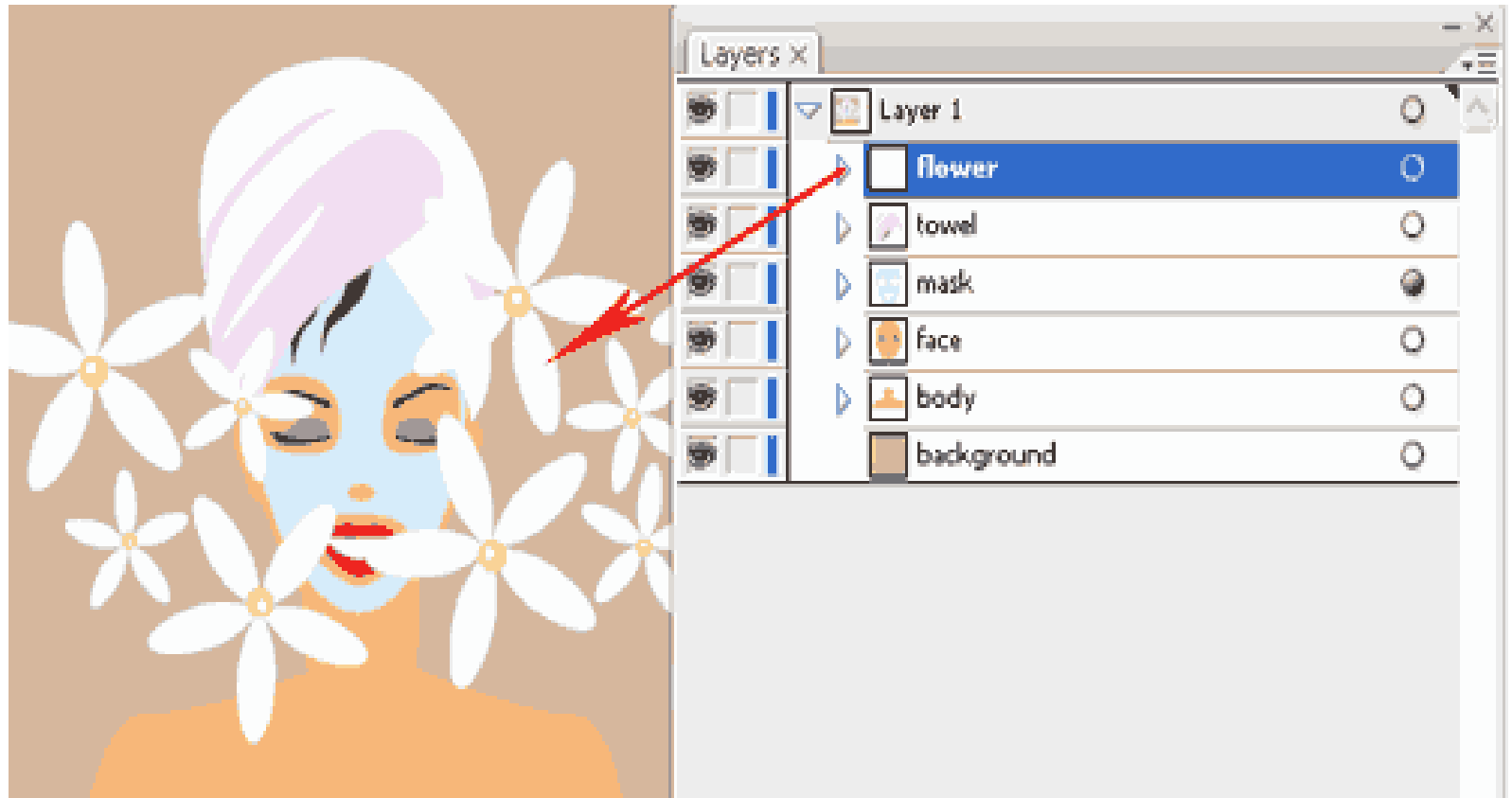
Delete Layer

**Make/Release
Clipping Mask**

**New Layer
New Sublayer**

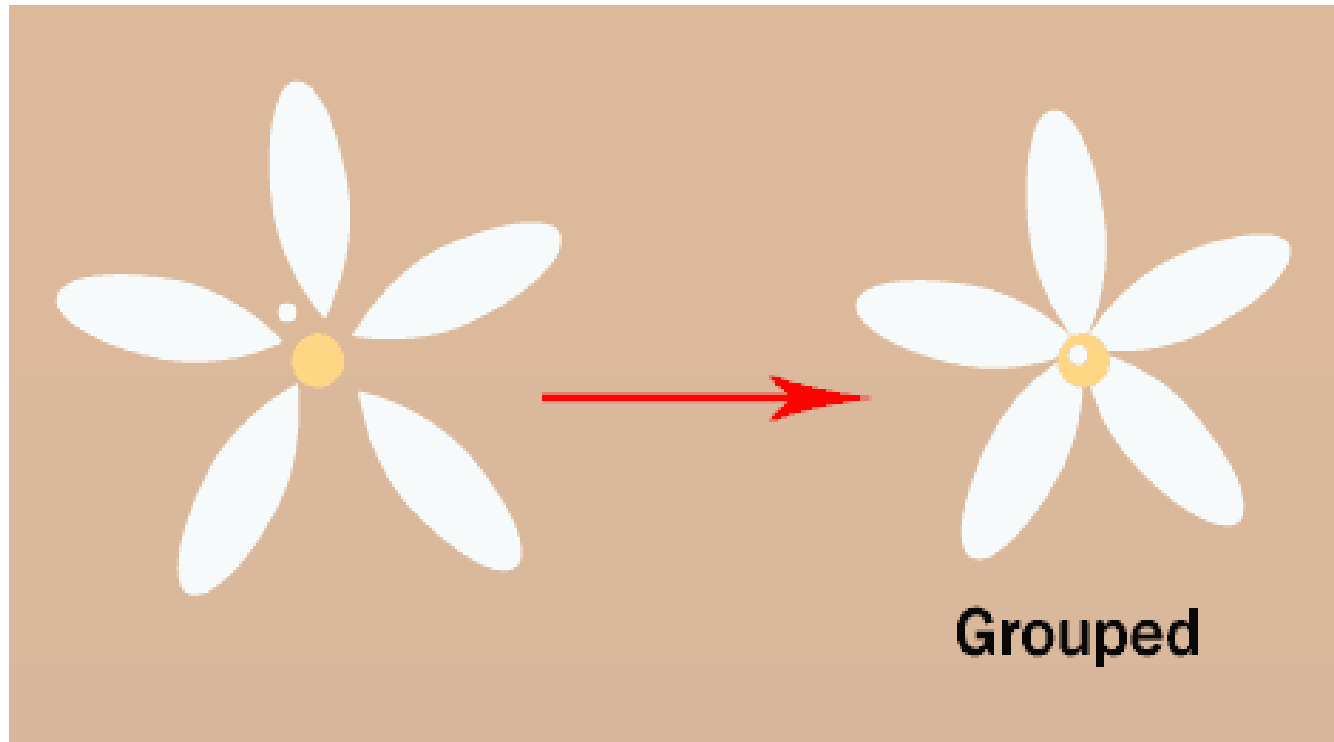
Arranging Objects

- To bring a layer on top, select the layer and drag it to the top.



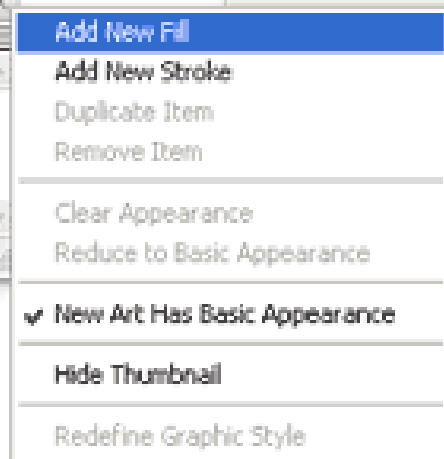
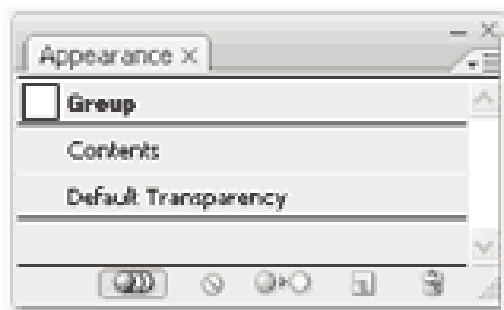
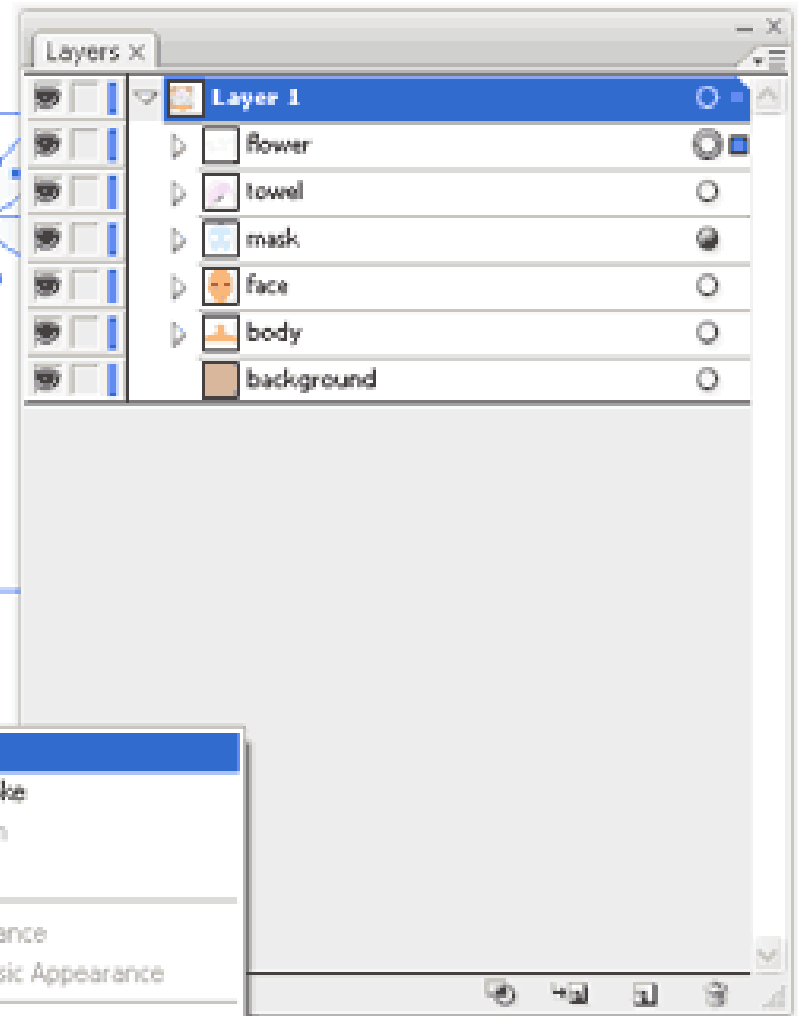
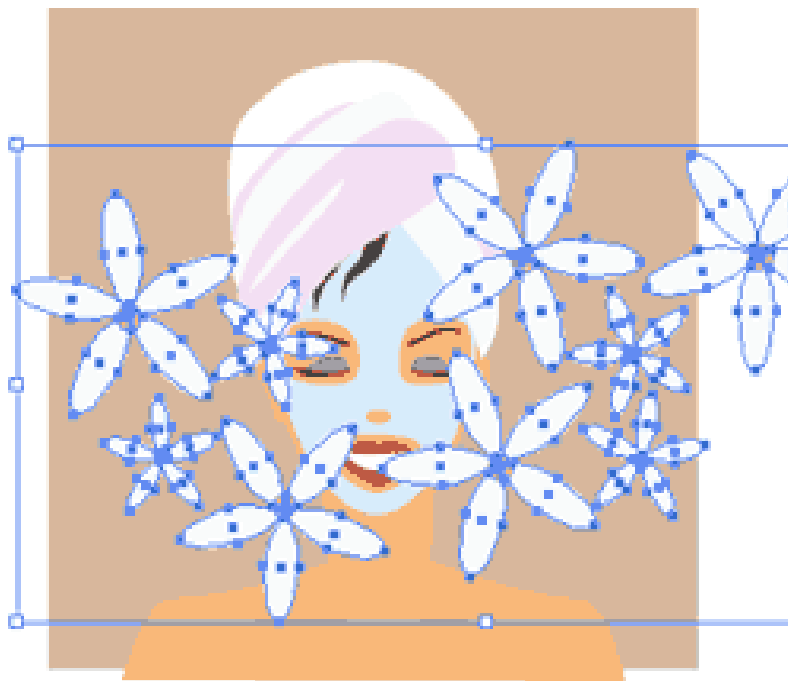
Grouping Objects

- Ctrl/Command+G (to group)
- Ctrl+Shift+G/Command+Shift+G (ungroup)

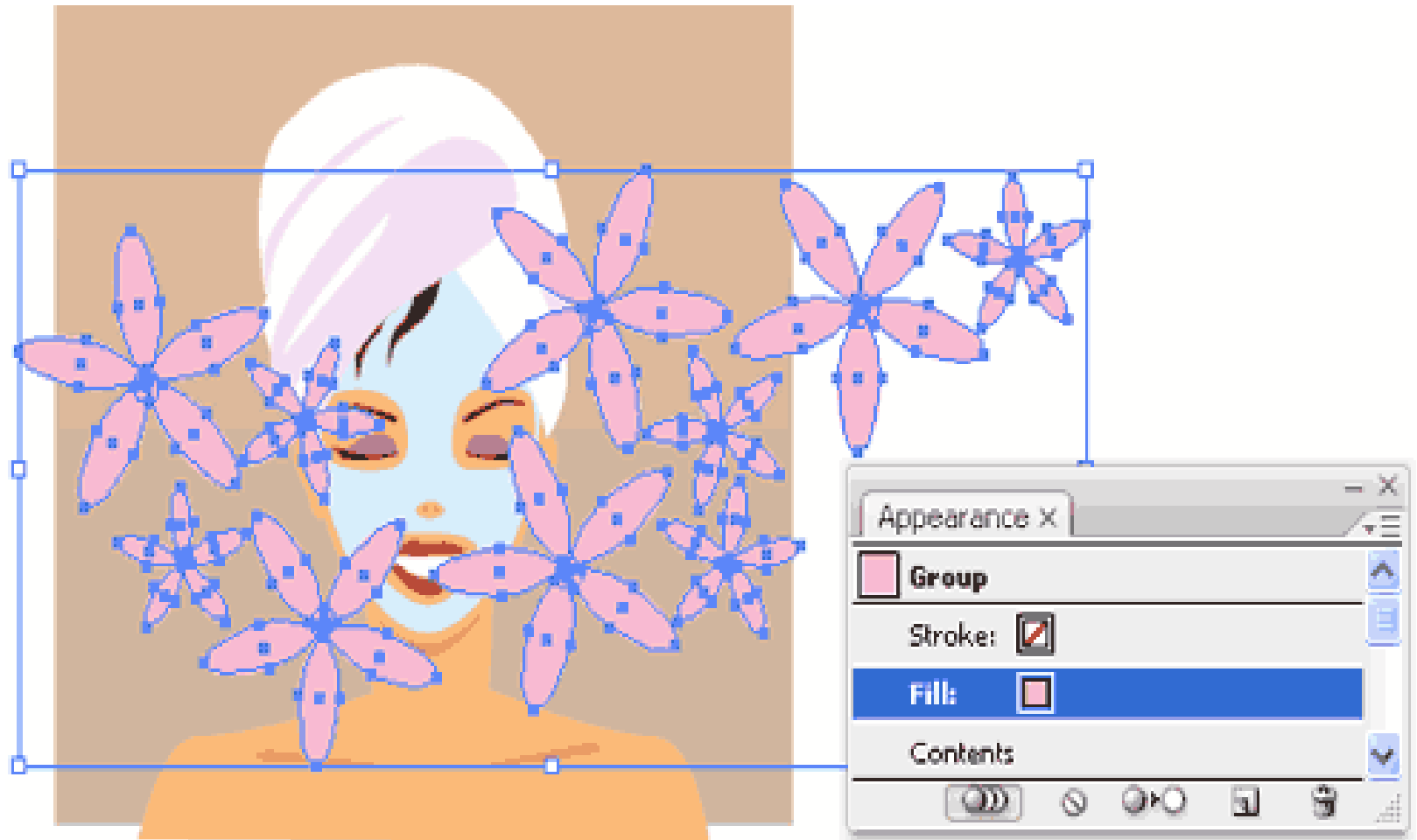


Appearance Palette

- shows what effect is applied to a layer.
- Add New Fill or Add New Stroke to the whole layer or individual objects.
- Windows>Appearance to open
- Let's see how it looks when we apply a new fill. Click the option icon and choose Add New Fill.



- After we set the Fill with pink color, it turns the whole layer to pink.



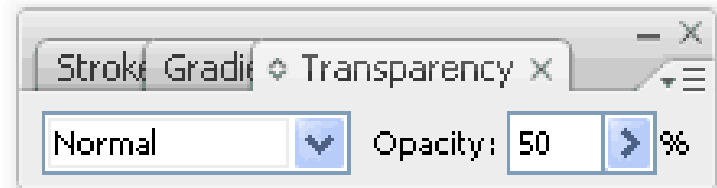


Act. 10: Transparency & Graphic Styles

- to create eye catching effects
- to enhance your illustrations

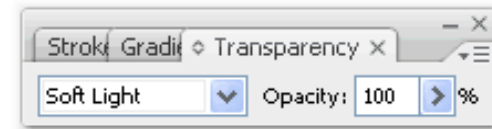
Adding Transparency

- Window>Transparency to open.
- Stack a few objects and set it to a lower opacity of 50% for the underlying color to show through.



Blending Modes for Objects

- Blending modes (also in Ps) let you vary the ways that the colors of objects blend with the colors of underlying objects.



Soft Light



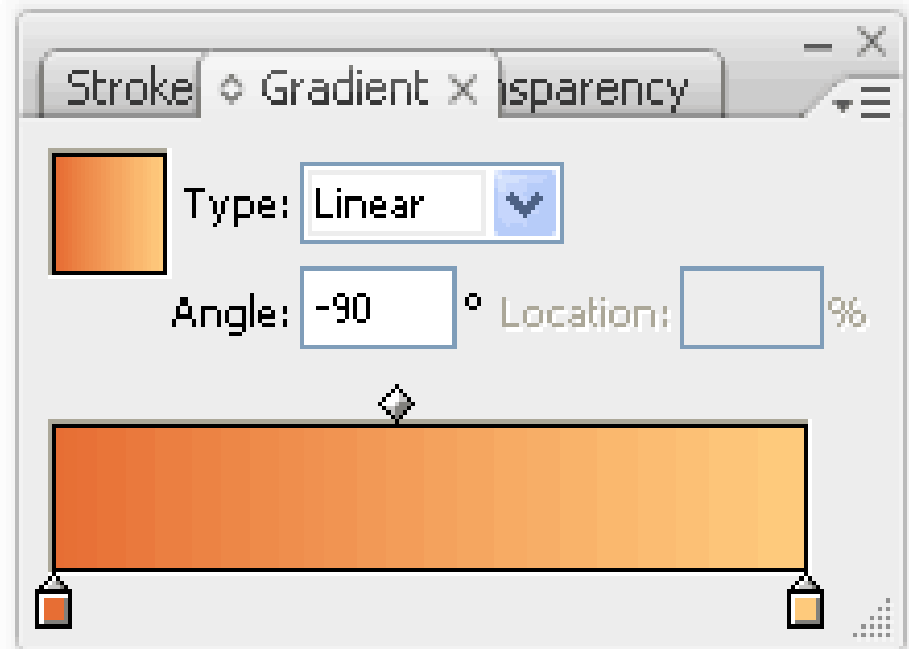
Screen



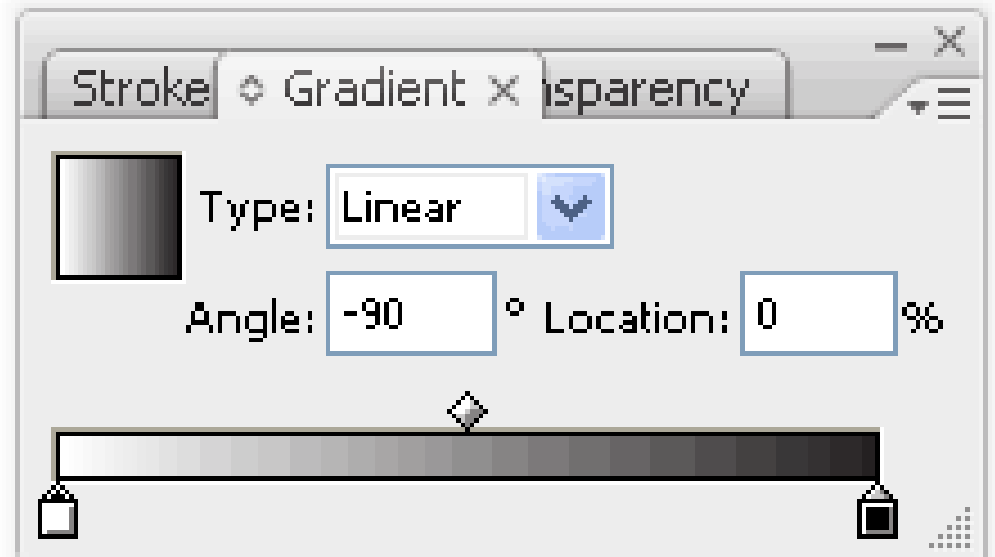
Multiply

Button Reflection Using Screen

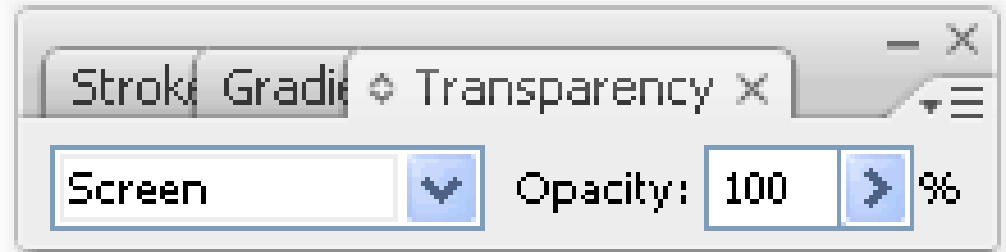
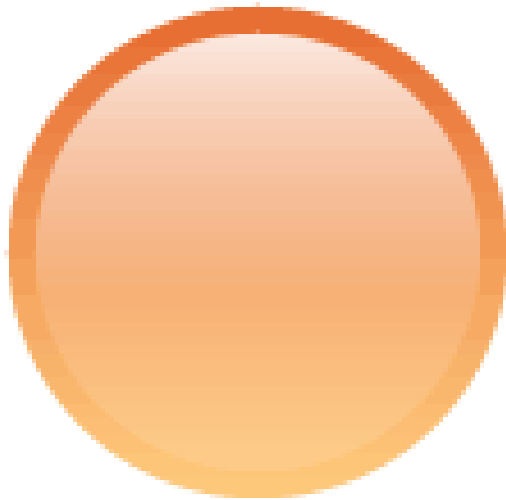
- First draw a circle and apply a gradient of light to dark orange to it.



- Draw another circle on top and apply a gradient from black to white.

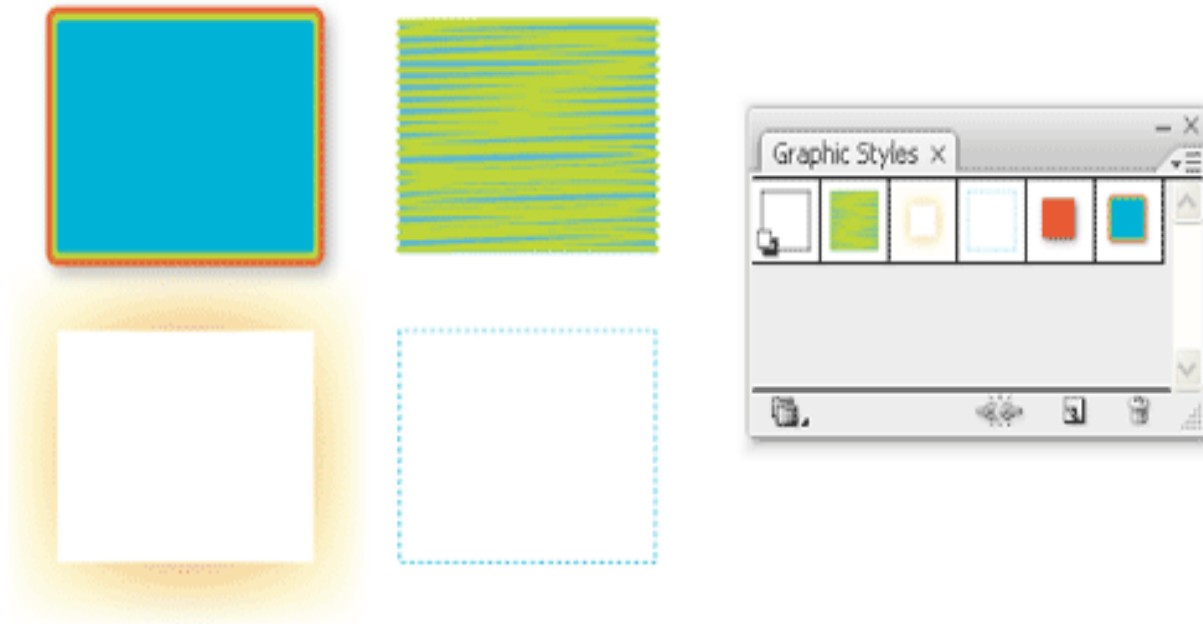


- Finally, select the black to white circle and change the blending mode to Screen. And you're done!

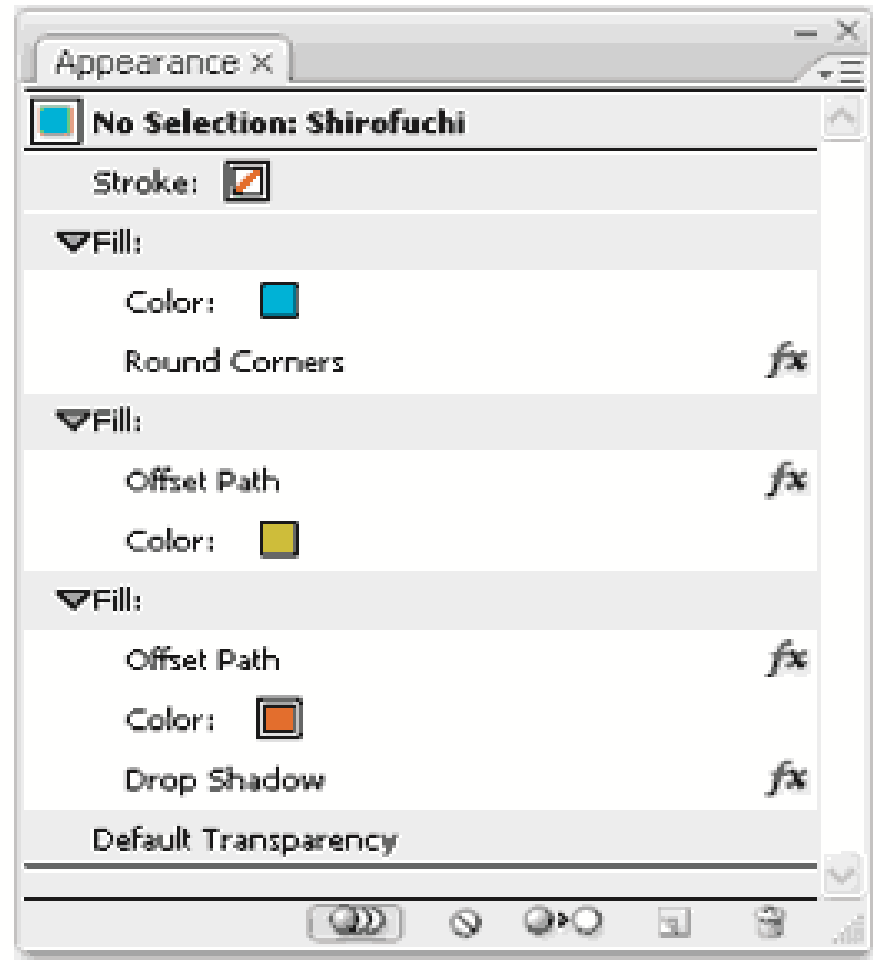
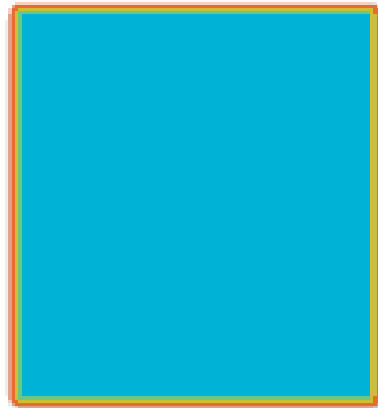


Applying Graphic Styles

- Illustrator has some built in graphic styles which you can quickly apply to your objects. Once you have created an object style, you can apply it across different objects.



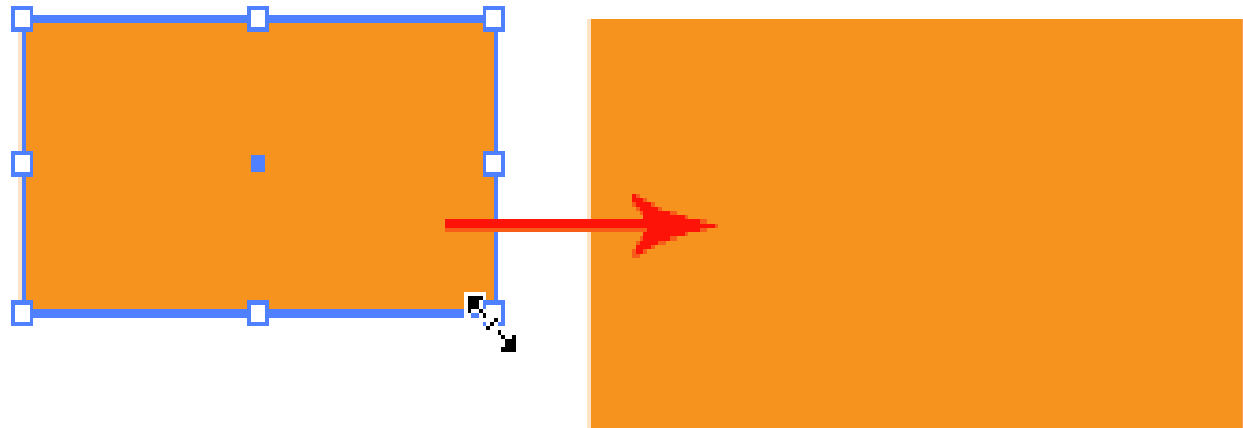
- To see the attributes of an graphic styles, go Window>Appearance. Here we can see that there are 3 fills with effects(fx icon) applied.



Act. 11: Transforming & Moving Objects

- **Resizing Objects**

- **Method 1:** Select the object with Selection Tool and the bounding box will appear. Select the corner handle and resize while holding Shift to constrain proportion.



Act. 12: Basic Text

- **Typing Text Using Point Text**
- **Text wrap**

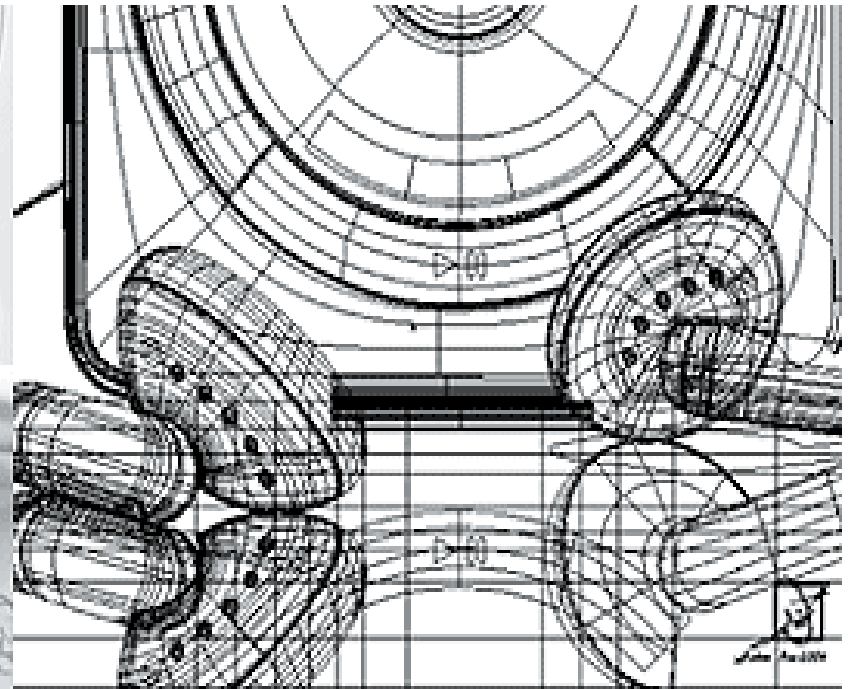


Act. 13: Blending Shapes & Colors

- Blend Tool does the trick of creating smooth transition between objects.
- You can blend open paths to create line effects and blend shapes to create realistic shadings.

Act. 14: Photorealism with Gradient Mesh

- allows you to create shapes with gradients. And many artists have been able to create photo realistic drawings of people, products and vehicles just by using Gradient Mesh.



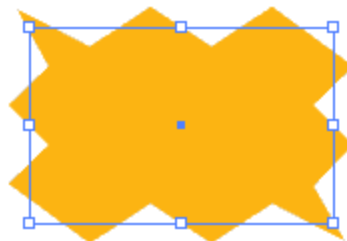
Act. 15: Using the Symbol Tools

- Symbols help you to create repeated design elements easily.

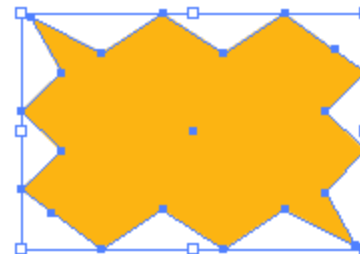


Act. 16: Creating Special Effects

- Filters and live effects create lots of special effects instantly (smooth out sharp corners, create warp text, add drop shadows and make textures)
 - **Live Effects:** When you apply live effects to objects you can still continue to modify the effects and objects. You will need to expand the object break it into paths again.
 - **Filters:** When you apply filters, you can't make changes to the effect anymore. It is already expanded.

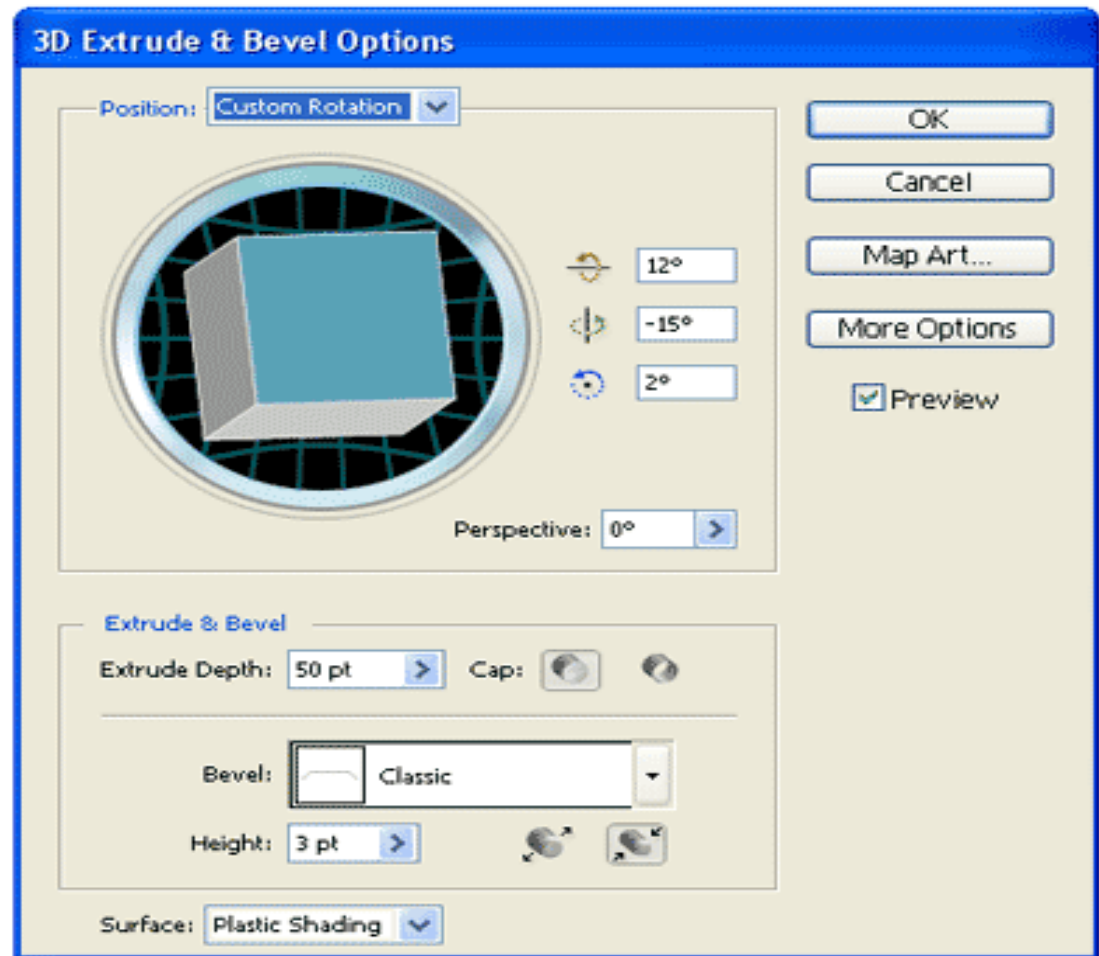
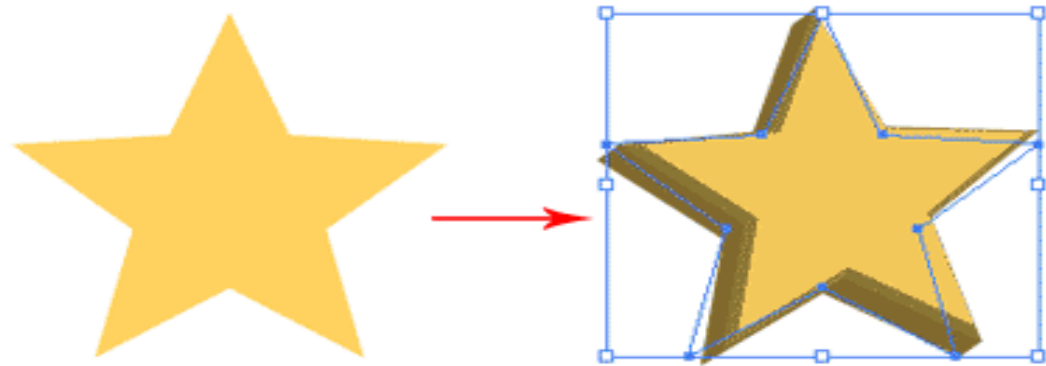


Live Effects

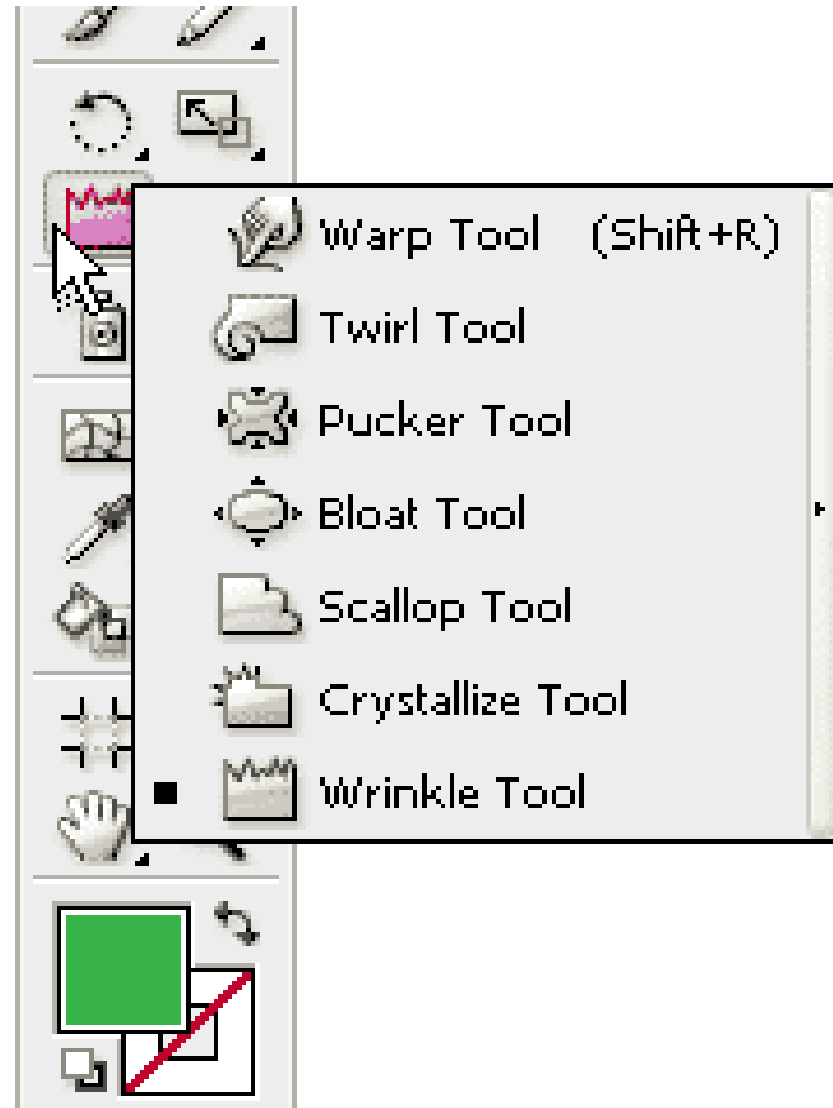


Filters

Act. 17: Applying 3D Extrude & Bevel



Act. 18 : Distort using Warp Effects



Act. 19:Applying Live Paint

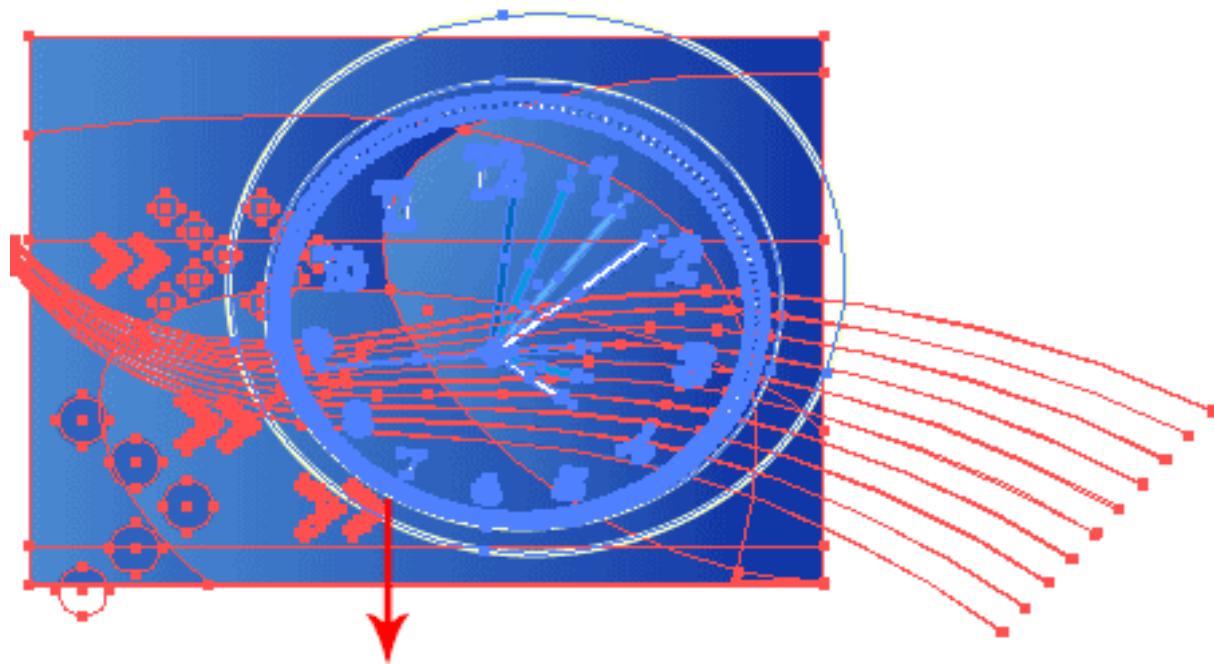
- With Live Paint, you can freely paint your artwork.
- It is like painting a kid's coloring book where you have the line art and you start filling them with different colors.

Act. 20 : Masking using Clipping Path/ Opacity Mask

- With Clipping Mask and Opacity Mask, you can quickly mask away any unwanted areas you wish to hide.

Act. 21: Saving & Printing

- Savings Files Using Crop Area
- EPS file which is the universal format for saving vector graphics.



- 
- <http://www.creativebloq.com/digital-art/illustrator-tutorials-1232697>
 - <http://abduzeedo.com/create-playstation-controller-illustrator>